



Presents

Grim Pursuits

Part Three of the Gathering Darkness Campaign

By Alfred Nuñez Jr.

Edited by John Foody, Jude Hornborg, Rich Pingree

All maps by Alfred Nuñez Jr.

US Playtesters: Jack Garrett, Mike Griffin, Jess Lopez, Will Lopez, Dennis McCooey

UK Playtesters: Rich Pingree (GM), Simon Crowe, John Harris, Tim Longdon, Duncan Railton, and Jake Staves

Acknowledgements:

Thanks to **Anthony Ragan** for his help in formulating the basic concept behind the campaign. I also thank and acknowledge the works of **Arne Dam**, **Tim Eccles**, and the **Server Goddess** whose respective articles were referenced in the creation of background for this scenario.

Obligatory Copyright Statement

The **Gathering Darkness (GD)** campaign is intended to be a completely unofficial addition to Warhammer Fantasy Roleplay owned by Games Workshop (GW). All relevant trademarks and copyrights are used without permission and in no way meant to challenge ownership to them by GW. **GD** fully recognises said copyright and trademark ownership. Where possible, **GD** conforms to the 'official' nature of the Warhammer World, and does so with the full acknowledgement of the intellectual ownership and legal copyright ownership of that material. Artwork contained herein is believed to be in the public domain or subject to the fair use doctrine.

Table of Contents

Grim Pursuits	i
Table of Contents	i
Introduction	1
Grim Pursuits	1
GM Notes	1
Overview of the Scenario	1
Prologue	1
Act One- Karn Evil	2
Joining the Carnival	2
Sidebar: Available Careers	3
Sidebar: Strigany Religion	4
Showtime	4
The Vision	7
Do I Stay or Should I Go?	7
Trouble in Hörbranz	8
Black Magic Woman/Gypsy Queen	10
Sidebar: New Necromantic Spells	13
Sidebar: “De Immortalitate, Morte, et Arcanis Diversis Nehekaræ”	14
Riders of Mórr	15
Sidebar: New Spell for Cult of Mórr	18
Shadow Hunt	19
Aftermath	28
Act Two-The Road to Karak Hirn	28
Alone in the Wilds	28
Back in Pfeildorf	32
The Long Road Ahead	33
Beware the Slavers	36
Trampled Under Foot	38
Time in a Bottle	44
Confrontation in Hornfurt	48
In the Shadow of the Mountains	51
Trekking in the Mountains	60
Act Three- Behold the Hornberg	65
Quarter Mile Bridge	65
Old Acquaintance	66
Sidebar: Officium Arbitrorum	68
Searching for Brother Barthelm	71
Sidebar: Ordo Scriptoris	73
The Secret Library	76
A Deadly Interlude	82
Field Trip	88
Sidebar: Adventuring in Karak Hirn	95
The Forgotten Shrine	95
Sidebar: New Priest Ritual	102
Epilogue	105

Experience Points	106
Appendix One-The Gatti Band.....	109
Sidebar: Gatti Family Tree	109
Appendix Two-New Cults.....	116
Écate-Goddess of the White Moon, Night, and Witchcraft.....	116
Kháine-God of Murder and Undead	119
Solkan-Law God of Vengeance and Retribution.....	121
Appendix Three - A Tour of Sudenland	124
Along the Upper Reik	124
Tannau	125
Elzach	125
Nebelhausen.....	125
Neukirch	125
Wilhams.....	125
Mauchen	126
Wolfurt.....	126
Hörbranz	126
The Tired Coachman	126
Staig.....	127
Doren	127
Rottum	127
Dessau.....	128
Ellenwangen	128
Herfatz	128
Ballenhof.....	129
Arget	129
Marschwald.....	130
Gestratz	130
Inn of the Prancing Doe.....	130
Rusch	130
Finning Road	130
Pforzen.....	131
Haverz.....	131
Pedlars' Path	131
Waldbach.....	131
Moosach.....	132
Aitrang	132
Hurlach	132
Eresried	133
Kislegg.....	133
Soyen	133
Uplands region.....	133
Navis.....	133
Leogang	133
Söchtenau.....	133
Trun.....	134
Upper Kien Water.....	134
Lower Kien Water	134

Torrach.....	134
Pähl	134
Ranalt.....	134
Long Water	135
Volders.....	135
Kolbhügel	135
Mandling.....	135
Hornberg River Valley	135
Hornfurt	135
Affing.....	136
Kroppenleben.....	136
Ottakring.....	136
Legau	136
Inn of the Mountain Panther	136
Rumours.....	137
Religious Observances.....	139
Typical NPCs.....	142
Maps and Handouts	
Map 1. Northern Sudenland Province	146
Map 2. Central Sudenland	147
Map 3. Roads to Karak Hirn.....	148
Handout 1.....	149
Handout 2.....	150
Handout 3.....	151
Handout 4.....	152
Handout 5.....	153

Introduction

Grim Pursuits is the third instalment of the **Gathering Darkness** campaign. This publication follows the same basic pattern of **Dark Despair** in that it is mostly scenario with background information on the settlements and roadside inns the players are likely to pass through. The **Karak Hirn** sourcebook is a companion to **Grim Pursuits**. Even though the former publication is not necessary to run the scenario, it is recommended that the GM should

have **Karak Hirn: Heart of the Hornberg** readily available.

Background information accompanying this scenario can be found in the Appendices at the end. The information is intended for the GM's use, though she can elect to provide any or all of this to the Players as desired. Maps are, of course, included in this manuscript..

Grim Pursuits

GM Notes

Grim Pursuits picks up where the **Dark Despair** scenario ends. The PCs have departed Pfeildorf in the dead of the night and are heading in a rather circuitous path to the Dwarfhold of Karak Hirn. Danger and pursuit dog the PCs' footsteps as they try to make sense of what has befallen them since they agreed to investigate the disappearance of late Professor Lessing.

Overview of the Scenario

In **Act One- Karn Evil**, the PCs are hiding in plain sight among a travelling band of gypsies originally from Tilea who travel about the southern Empire holding carnivals at various places and times. The PCs know that whoever was behind the murders of Aldebrand and Father Humfried are likely still after them. The PCs are unaware that there is a menace lurking within the gypsy band that could ensnare them all in its evil.

Act Two- the Road to Karak Hirn finds the PCs travelling through the interior of Sudenland towards Karak Hirn where they hope to find answers about the unknown Eighth Theogonist and secret Order of the Sacred Hammer. There are many paths the PCs could travel to reach the Dwarfhold, depending upon when they leave the gypsy band and which route they choose to take.

The people in the vicinity of Pfeildorf who seek the PCs have come to the realisation that their quarry has not taken the expected paths out of the town. The pursuers are finally expanding their search to the countryside.

In **Act Three- Behold the Hornberg**, the PCs finally arrive at the back door of Karak Hirn. They have the opportunity to learn about the terrible secret of the Order of the Sacred Hammer and their apocalyptic belief in the Eighth Theogonist. However, there are some who rather the PCs' efforts would die a gruesome death. An old acquaintance makes an appearance in the Merchant Halls of Karak Hirn and reveals a secret.

Prologue

The PCs are on the run. They arrived in Pfeildorf a few days ago from Eppiswald to pass along information they uncovered during the investigation into the disappearance of Professor Lessing to their employer, Aldebrand Mössbauer. Before they could do so, Aldebrand was murdered. The PCs found themselves the object of unwanted attention as they tried to complete the task given them. After the deaths of two priests involved in the Lessing matter, the PCs faced off against unknown assailants, one of

whom summoned a demon to lead the attack. After that deadly conflict, the PCs left town.

The manner of the PCs' departure from Pfeildorf was hardly reassuring. Depending on how the night's confrontation ended, the PCs should clearly understand that someone with influence wants them dead. The reasons and enemies may still be unclear, but the PCs should understand that someone suspects they know something about the Eighth Theogonist and the still existing and secret Order of the Sacred Hammer than they have let on. With their contacts now dead, the PCs have had no other choice than to trust Johannes Krönert, former associate of the late Professor Lessing and a man with his own reasons for helping the PCs.

As one of the leaders of the covert Order of the Sacred Hammer, Gerhardt Haider had gone to bed thinking the situation with the PCs would be resolved by morning. Depending on how the PCs acquitted themselves in the final confrontation in **Dark Despair**, Herr Haider wakes up to learn of the PCs' escape and the cost of the altercation (in terms of damaged property, the deaths of some or all of the assailants, etc.).

Concerned with tipping his own hand, Haider cautiously uses his resources – both legal and illicit – to learn if the PCs are still in town or if they somehow departed through one of Pfeildorf's gates. By noon, Haider concludes that the PCs have escaped and that they are most likely fleeing to whence they came (Eppiswald) or they have departed for Nuln to request an audience with the Arch Lector to lay out what they learned.

Knowing that exposure now could upset the plans to create the conditions for the long-sought return of the Eighth Theogonist from the right-hand of Sigmar, Haider sends one team from Hess Tower on a boat to Nuln and the other south on Söllweg to eliminate the PCs. Haider also sends word to the Grand Church of Sigmar that he has come into possession of evidence that the PCs murdered Father Feodor through foul

use of Demonic Magic. He expects the Church to act quickly to employ a Witch Hunter to track down and execute the PCs and whatever allies they might have.

It takes some time before Herr Haider learns of the wagon passing through Schwarzwache Gate during the pre-dawn hours when the gate was supposed to be closed.

Meanwhile, Karelia Meitner remains in Pfeildorf trying to piece together all the evidence she has accumulated. As a member of the Officium Arbitrorum, Karelia is operating under the assumption that a serious crime is being committed within the confines of the Church of Sigmar. Though unknown to her, the departure of PCs allows her to continue her effort unhindered by the risk of discovery.

Act One- Karn Evil

Wherein the escaping PCs must cope with the threat of pursuit by those who wish them ill, and confront an evil bent on unspeakable deeds.

Joining the Carnival

The recovering PCs find themselves travelling with a band of gypsies from Tilea. If the PCs were severely injured in the confrontation at the end of **Dark Despair**, they might have been asleep (or in a drugged stupor) for a few days as they recover from their injuries.

Johannes Krönert has known the gypsy leader, Salvatore Gatti, for many years and has made similar arrangements in the past in order to escape difficult situations. He suggests to the PCs that they should plan on staying among the gypsies until they reach the crossroads south of the Marschwald Wood, between the villages of Ballenhof and Erbshausen. Johannes tells them that the gypsies will stop from time to time for several days, but the leisurely pace should throw off any pursuit from Pfeildorf.

In addition to the safety of travelling in a larger band, the PCs have the opportunity to learn new skills and, perhaps, undertake a new occupation. After all, Salvatore does expect the PCs to pitch in and assist with his travelling carnival as a means to repay the gypsies for the help they are receiving.

[**GM Note:** The assumption here is that the PCs should have accumulated enough Experience Points by now to make a career change or are quite close.]

The gypsies are Strigany, a wandering people who originated from an ancient city lost in the wastes known as the Badlands. This region between the Border Princes and the eastern reaches of Araby (fearfully referred to as the Land of the Dead) is currently infested with Orcs and Goblins. The nomadic Strigany have roamed the Old World for millennia, distrusted and feared by the local populace, a few of whom also find the gypsy bands exotic and enticing.

This gypsy band normally consists of eight wagons. The description of the regular members of the band have been placed in Appendix One for reference should the GM need it.

When the PCs join the gypsies, the band is accompanied by a ninth wagon. The driver of this wagon and its occupant do not interact with anyone in Gatti's band, preferring to keep to themselves for this leg of the journey. If asked, Salvatore informs the PCs that the last wagon carries a dying, old woman who needed an escort to Steingart to be buried with her ancestors. If the PCs persist in learning more at this stage, Salvatore politely points out they should understand the need for one's privacy given their own situation.

Unbeknown to Salvatore, the old gypsy woman is actually in league with a necromancer and travelling with the gypsy band to provide her cover and security.

Sidebar: Available Careers

The following is a list of careers that at least one member of Salvatore's gypsy band has proficiency. As always, the GM should determine which ones the gypsies are willing to train a PC and the terms of such an agreement.

Basic

Artisan's Apprentice (Tailor)
Bodyguard
Entertainer (Acrobat; Animal Handler; Bunko Artist; Escapologist; Fire Eater; Fortune Teller; Juggler; Knife Thrower; Strongman; Tightrope Walker; Troubadour)
Gamekeeper
Herbalist
Hunter
Initiate (Écate)
Labourer
Militiaman
Minstrel
Thief (Pickpocket; Burglar)
Trader
Wizard's Apprentice

Advanced

Artisan (Tailor)
Charlatan
Illusionist
Merchant
Targeteer

Some of the above – such as Initiate (Écate), Illusionist, or Merchant aren't entirely appropriate to learn along the way as they are more involved and time-consuming than the campaign may allow.

The GM may use Johann as a teacher to teach wizardry to an aspiring apprentice or history to a character wanting to pursue a more academic career. In the PCs do not have a wizard's apprentice within their group and someone has a desire to move to that career, the GM could have Johann 'discover' their latent ability in this area and offer to develop it.

Sidebar: Strigany Religion

The religious beliefs of the Strigany or gypsies range widely. Many worship the Earth Mother or her divine daughter, Écate, the Goddess of the White Moon and the Night. Some prefer to place their faith on other ancient spirits of the land. There are even a few clans who undertake an even darker purpose by becoming willing minions of vampires or worshippers of foul deities such as Kháine.

Showtime

The first stop for the nine wagons is an empty field between the villages of Wilhams and Mauchen. The trip takes most of three days from Pfeildorf since Gatti's band is in no particular hurry. The gypsies maintain a fairly consistent schedule of stops during the Spring carnival season until they reach their summer camp outside Steingart on the River Oggel.

When they arrive at the site, the gypsies place their wagons in a circle to demark their camp, which they keep separate from the grounds of the carnival. The ninth wagon on this trip parks a distance away from Gatti's band.

The Carnival

As this venue is quite small, Gatti's Carnival of Fun stays at this field for only two days, running from 9:00 AM until sunset. The gypsies set up booths to serve food and drink (usually obtained along the way) and a large tent for their shows. These include bear dancing, dog singing, juggling, acrobatics, knife-throwing, music, fire-eating, etc. A separate tent is set up for fortune-telling, always a popular part of the carnival. The magic act is only brought out when larger crowds are expected, like at the next stop in Hörbranz. The gypsies also tie their horses to a large pole so that people can enjoy a merry-go-round (a hit with peasant children).

After each day's performance ends, the gypsies gather together within the circle of wagons for supper and their own entertainment. The PCs are

invited to participate in the festivities as they are guests of the band. Still, the PCs should remember that they are outsiders. In case they forget, Johannes reminds them of their situation before the first celebration in which they partake. He is particularly concerned about male PCs being seduced by young, unattached gypsy women. The gypsies are all related and Johannes fears that a beguiled PC's conduct might result in some offence or misunderstanding.

For his own purposes, Johannes prefers to keep the PCs with the gypsies for some time before they strike off to (he hopes) Karak Hirn. The last thing he wants is a feud between the gypsies and PCs that could lead to bloodshed and the PCs' expulsion. Johannes knows it's only a matter of time before agents and bounty hunters from Pfeildorf track down the PCs and he wants them strong enough to resist. Johannes needs the PCs to survive so that whoever is behind the murders of Aldebrand and Father Humfried continues to seek them, allowing the scholar to return to his own investigations unhindered.

The Ninth Wagon

Each night during the festivities, usually around 9:00 PM, Maria Gatti takes food to the occupants of the ninth wagon – Maria Luisa and her massive, mute bodyguard, Benito. No one else is allowed to accompany her in this task, especially not the PCs or Johannes. If the PCs ask to accompany her or provide some assistance, Maria curtly replies that the affair is a private matter for the Strigany. Should it be necessary, Maria makes sure the PCs know that she will not brook any disobedience to her wishes.

Should the PCs wish to watch the ninth wagon, they need to do so in the dead of the night so as not to offend Salvatore and his band. Any PC wishing to wander off needs to successfully pass a **Sneak** test (+10 for *Silent Move Rural*, +10 for *Concealment Rural*, +10 for *Sixth Sense*) to do so undetected. If this test is failed, then the PC may have to successfully pass a **Hide** test (+10 for *Concealment Rural*, +10 for *Lightning*

Reflexes, +10 for *Sixth Sense*) to avoid detection by any one of the gypsies.

If the PCs are able to position themselves for surveillance without attracting notice, they are able to see that nothing unusual is going on with the ninth wagon. Benito stays on watch until about 11 PM each night and then lies down before the door of the wagon to sleep until 5 AM. This pattern repeats each night without fail. In addition, Benito is a light sleeper and will awaken should the PCs fail their **Sneak** test by more than 30. Should he discover the PCs, Benito reaches for his sword that he keeps nearby at all times and threatens whomever he finds. The ensuing commotion is loud enough to awaken the rest of the camp.

Things become bad for the PCs in the event they are caught spying on the ninth wagon. Their carelessness forces Johannes to do everything in his power to resolve this breach of trust. The end result is that the PCs will have an effective modifier of -10 to their **Fel** whenever they need the goodwill of the gypsies (or Johannes, for that matter) for the next D3 days.

First Day at the Fair

Baron Rudolf Brecht usually appears on the first day of carnival in his holdings (Hörbranz is the other location) as he enjoys the fair. The Baron believes that such entertainment is a good diversion for the folk in the Barony. This year is different. Word has reached Baron Brecht of the recent murder of the Sigmarite priest, Father Feodor, just a few days before. To make matters worse, he has received reports of bandit activity in the vicinity of Wolfurt.

While the gypsies are getting ready to open the carnival, a mounted man-at-arms in blue livery with a device of a white stork approaches one or more of them. Leonhard asks the PCs if they can lead him to the Master of the Carnival as he has a message to impart from the Baron. Being the suspicious sorts, the PCs might ask for the message claiming that the Master is quite busy

and they could pass it along for the Baron's man. Leonhard replies that his orders are clear and he must see the Master, even if he must wait his pleasure.

The PCs may comply with Leonhard's request and lead him to Salvatore. Should the PCs stay within earshot, they may make a **Listen** test for normal sound (+10 for *Acute Hearing*, +10 for *Lip Reading*) to hear Leonhard relay the Baron's regrets for missing the carnival this year. The man-at-arms cites the news of the murder of the priest as one of the reasons. The baron must maintain his alert in case the murderers are not caught travelling the suspected escape routes along the River Söll or down the Upper Reik to Nuln. Salvatore asks whether there are descriptions of the murderers so he can remain vigilant as well. Leonhard replies that he was not provided any such information to pass along, but he assumes that the group is likely to be travelling at night to escape detection. Once the message is delivered, Leonhard departs.

The PCs could be overly cautious when they first meet Leonhard. Instead of taking him to Salvatore, a PC might pass himself or one of his companions off as the Master of the Carnival. The PC presenting himself as such must pass a **Fel** test (+10 for *Charm*) to convince Leonhard of his fake identity. Should the test be successful, Leonhard conveys the Baron's message. If failed by 30 or less, Leonhard is unconvinced and advises the PCs of their risk in not meeting his request. A failure of greater than 30 results in Leonhard calling out for the Master of the Carnival since the PC has shown himself to be lacking in honesty.

Even if the PCs succeed, Salvatore wanders by as Leonhard tells the PCs of the Baron's message. Salvatore is not pleased with the PCs acting as if they are in charge. He interrupts the exchange with Leonhard and corrects the man-at-arms' impression. After the incident is over, Salvatore assigns the offending PC(s) to clean up after the horses.

Second Day of the Carnival

On the second day of the carnival at this location, an off-duty Leonhard returns to enjoy the entertainment. He is also looking for a little companionship having heard about the lusty reputation of gypsy women from the others serving Baron Brecht. Leonhard hits the ale stands early as he must decide which of the women -- Lucrecia Gatti, Isabella Gatti or Talia Prodi -- he saw in the distance the day before caught his eye. The man-at-arms is drinking to summon up the courage to take what he wants.

The intent of the rapacious Leonhard provides the PCs with an opportunity to ingratiate themselves with the gypsy band. The GM should decide on which of the gypsy women Leonhard makes his move. The Baron's man-at-arms is looking for one of the women wandering off on her own – perhaps heeding a call of nature – so he can impose his will if need be.

While working out of sight of those attending the carnival, one of the PCs spots an inebriated Leonhard stalking around the area. The Baron's man-at-arms is not wearing the tunic with the Baron's device (blue with a white stork), but a brown one. At this point, Leonhard is too intent on his quest to pay any attention to the PC.

The PC has several options at this juncture. The first is to make sure Leonhard knows that he is being watched and openly follow the reeking (of alcohol) man-at-arms until he leaves the carnival. This effort pre-empts an ugly incident occurring, but there is a chance that a drunk and denied Leonhard will attempt to take out his frustrations on the PC.

A second option is to find another PC or two so as to follow Leonhard in numbers and dissuade him from his purpose without risking an attack upon them. The other PCs should be close by to make this a viable option. If it takes too long, the PCs may return to find that Leonhard has already set upon the unsuspecting gypsy.

The third option is to follow Leonhard discreetly to ensure there is no doubt of his intent and then either yell a warning as the drunken man-at-arms is ready to pounce or rush him before he can get too far. In this situation, Leonhard may detect that he is being followed unless the PCs following him have the *Concealment Rural* or *Shadowing* skills.

If the PCs can interrupt Leonhard before he reaches his intended victim, the gypsy woman notices the PCs act on her behalf and reports it to Salvatore, thereby gaining the leader of the gypsy band's favour.

Caught in the act, Leonhard turns to attack the PCs for interrupting him. The PCs could subdue Leonhard with the intent of bringing him to the gypsy elders for punishment. Given their own precarious position with Imperials, Salvatore decides on leniency, demanding that Leonhard hand over all his coin and other material possessions with a stern warning never to return to the gypsy encampment.

Should Leonhard have succeeded in assaulting the gypsy woman before the PCs managed the rescue, Salvatore slightly nods his head as the man-at-arms stands before him. One of the gypsies – Alessio or Angelo Gatti – draws out a length of rope and loops it around Leonhard's neck. The PCs watch the man-at-arms thrash about as the man's life is strangled out of him. It takes minutes before Leonhard's spirit departs to Mórr's realm. Salvatore instructs his sons, Guido and Vito, to weigh the body down (Leonhard's mail shirt helps to a degree) so they can dump it in the river as they make their way to the next destination. The PCs should come away from this last scene with the sense that the gypsies have some experience disposing of bodies.

Pleased that the PCs were able to save the gypsy woman from the assault, Salvatore embraces them for their action. For the moment, the PCs can feel as if they are welcome additions to the gypsy band.

Leonhard Mahler, Mercenary

Leonhard is a veteran of the northern wars having fought with Stirlander regulars against the Talabeclanders. He was recently hired by Baron Brecht to augment his small force of men-at-arms to patrol the road and trail of his lands in search of marauding bandits and other criminals.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	41	4	4	8	44	2	31	41	32	41	34	32

Skills: Disarm, Dodge Blow, , Ride- Horse, Secret Language- Battle, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Mail Shirt (1AP body), Shield (1AP all over), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition

The Vision

Concerned about bounty hunters or men from the Sacred Hammer tracking them down in the dead of the night, one or more of the PCs might engage the services of the gypsy band's fortune teller, Patrizia Prodi (profile in Appendix One).

Patrizia has some divination skills, employing various techniques such as casting dice, examining palms, interpreting tarot cards, or reading tea leaves. Even though the PCs are travelling with the gypsies, Patrizia still expects some payment for her services. She will tell the PCs that there is still risk involved whenever one tries to read the future.

It doesn't matter which PC decides to have his fortune read or what question he may ask of Patrizia. The method of divination used provides information on what the PC really wants to know no matter if they are conscious of the question (or so the fortune teller informs him).

In order to establish Patrizia's credibility, the GM should have her examine whatever medium is displayed before her for some time before commenting about something in the PCs' past or a hidden desire. Augurs such as Patrizia do not talk in clear, understandable terms, but present what they can "see" in oblique terms. She

should then tell the PC that the bit of information she just disclosed is not the real issue at hand. She stares at the tools of her augury and falls into a trance-like state before continuing:

"I see that you are running from those who would wish to do you ill. You have been accused of a crime you did not commit, but one that will bring many others to follow you for the riches you represent. You can run in any direction you wish, but the scarlet hammer will find you and strike you down. There is one chance for you, however. The path to the dark town where the horn blares its prominence is fraught with danger, but it leads you to the knowledge of the mystery of the eighth man who would return through fire and blood."

Once she finishes, Patrizia falls into a deep sleep. Should she be awoken, Patrizia looks about disoriented. She recalls reading the PC's past, but she does not recall what happened after she fell into a trance. If asked, Patrizia informs the PCs that such a thing has not happened to her before.

Do I Stay or Should I Go?

Given their experience in Pfeildorf, the PCs might decide they have had enough of being the target for every murderous scum who might be

involved (in some fashion) with or hired by the secret Order of the Sacred Hammer.

Leaving carries risks, especially if the PCs have begun training in new careers while they are with the gypsies. The PCs should spend at least two weeks working on their new career with someone proficient in order to become competent. GMs should not be shy about making this fact known.

There is still a chance that the PCs might wish to leave the scene entirely or make their own way to Karak Hirn.

The village of Hörbranz offers a way for the PCs to depart the campaign. The headman of the village, Kurt Waldmann, would be more than happy to ferry the PCs across to the Averland town of Wuppertal. Should the PCs wish to cross under cover of darkness, Kurt will charge two to three times his normal price (which is one shilling a person or four for a horse). He will cite the dangers of night time crossing to explain the fare increase, but Kurt senses the PCs are fairly desperate given their desire to cross at night.

PCs from this area of Sudenland and Averland know that Wuppertal is a strongly Sigmarite town. News of the murder of Father Feodor has already reached the townsfolk, so the PCs must be very careful when travelling through Wuppertal. Once free of the town, the PCs can make their ways to other regions in the Empire or beyond.

No matter where the PCs flee in the Empire, the agents of the Hess Tower will track the PCs down at some point and murder them. The only chance the PCs have to avoid the attack is to remain on the run until the climax of this campaign takes place outside the town of Übersreik.

PCs who decide to travel cross-country to Karak Hirn will find the going slow. The landscape is rugged and becomes more so the closer one gets to the mountains. Should they make their way through places closest to where sheep are taken

to pasture, the PCs may be mistaken for rustlers. The PCs may find themselves hunted by the men-at-arms of a local lord and wind up at the wrong end of a rope if caught. The PCs may also find themselves targets for roving bands of bandits and goblins.

A number of possible situations are described in the section “**The Road to Karak Hirn**” below. As a further aid to the GM, Appendix 3 contains the descriptions of some of the settlements off the road upon which the PCs are expected to travel.

Trouble in Hörbranz

The next stop for the carnival is on the common outside the small village of Hörbranz, across the Upper Reik from the Averlander town of Wuppertal. The trip takes two days.

Many of the people of Hörbranz, Wuppertal and the neighbouring villages across the river come to enjoy Gatti’s Carnival of Fun. As with other major stops along the way, a number of local craftsmen set up booths next to the carnival to sell their wares. The carnival runs for four days at Hörbranz.

The PCs should lose a bit of their fear of being followed by the final day of the carnival’s stay at Hörbranz. Shortly after noon, three travellers appear at the carnival. These are local bounty hunters that have heard the Church of Sigmar is looking for fugitives involved with the recent killing of a priest in Pfeildorf. The men know the number and description of wanted individuals, but they left well before the names were available in order to get a jump on the competition. The bounty hunters have not yet found any traces of the PCs, but are fairly certain they have come this way. They have no idea that the PCs have joined the carnival and are only stopping by to question the locals.

The threesome ignores the gypsies, not wanting to waste their time. The bounty hunters believe the common notion that such people are

secretive, surly, uncooperative, and untrustworthy; quite unlike people making an honest living. In turn, the gypsies do nothing to dispel that perception since they find bounty hunters and their ilk pompous, churlish, and bigoted.

If the PCs have encountered other bounty hunters before, they will recognise the trio as the same type: rough-looking men who constantly and intently look at faces of those around them in the hope of recognising someone wanted for some crime. So long as the PCs keep a low profile and stay out of sight, the bounty hunters will eventually move on. Should the PCs have announced their presence in some thoughtless manner (such as being caught in the course of a crime or performing in the carnival), they will have to deal with the consequence.

The Bounty Hunters' Strategy

In the event the bounty hunters have uncovered the PCs' presence, the three keep their cool and depart the carnival without tipping their hand. They quietly move to the Hörbranz near the ferry crossing where they stir up the locals by telling them of the murder of the Sigmarite priest in Pfeildorf. The bounty hunters really don't know the details, but this doesn't stop them from being creative when describing the heinous crime. Their objective is to incite a mob to help them storm the carnival in order to intimidate the gypsy band and take the PCs prisoner. The

reward for the PCs capture is 100GCs per person, though the bounty hunters will only pay the mob 1GC each if they contribute to the successful outcome of the venture.

If the riot fails to enable the PCs' capture, the persistent bounty hunters will shadow the gypsy caravan waiting for their moment to capture two or more PCs by stealth, before heading back to Pfeildorf for the reward. The men are counting on the other PCs to follow in an attempt to free their companions.

Hunting the Hunters

Should the PCs have proven themselves to be hardworking and worthy (albeit temporary) members of the gypsy band, the rest of the gypsies will come to their defence as will Johannes Krönert. The Hörbranz mob breaks in the face of stiff resistance, forcing the three bounty hunters to retreat and reconsider their strategy. The PCs may urge a decisive end to the conflict, but the gypsies are not of a mind to alienate the locals by switching from a defensive posture to an offensive one.

The PCs might decide to decisively strike at the bounty hunters away from the gypsy camp in order to end the threat before it comes at them again. Unless this attack is handled with due caution, the PCs might show themselves to be a threat to the gypsy band's livelihood.

Eusebius Hollweg, Joerg Khevenhüller, and Viktor Stuppach, Bounty Hunters

Though they prefer to operate alone, these three bounty hunters from the area of the Upper Reik do join together whenever they are pursuing a larger band of criminals. The men are quite experienced with a variety of situations and will not fall easily into traps or ambushes. In fact, their strategy of recruiting and leading unruly mobs to beat down criminals has let them survive the various dangers facing men in their line of work.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	42	5	4	9	42	1	32	33	35	42	34	30

Skills: Follow Trail, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon- Lasso, Specialist Weapon- Net, Strike Mighty Blow

Equipment: Sword, Mail Shirt (1AP body), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, Rope, Net, 3 pairs of manacles, and purse (2 GCs, 24 shillings, 10 pennies)

Mob, 2D10+5 villagers and farmers

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	42	5	4	9	42	1	32	33	35	42	34	30

Skills: Frenzied Attack (for the mob as a whole)

Equipment: Spear or Pitchfork, Torches

Johannes Krönert, Scholar (ex-Initiate, ex-Student, ex-Wizard's Apprentice, ex-Wizard)

Unknown to the PCs, Johannes has been a member of the secret Order of the New Dawn for fifteen years and an active member of the scholarly Societas Antiquarii (Brotherhood of Antiquarians) for over twenty. He is a colleague of the late Professor Lessing and became involved with the PCs with the events in Pfeildorf (see **Gathering Darkness: Dark Despair** for more on Johannes' background). The PCs are currently under his protection.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	42	4	5	10	63	1	42	45	68	44	66	44

Skills: Arcane Language- Magick, Astronomy, Cartography, Cast Spells- Petty, Cast Spells- Battle 1, Cast Spells- Battle 2, Evaluate, Herb Lore, History, Identify Plant, Linguistics, Magical Awareness, Magical Sense, Meditate, Numismatics, Read/Write (Kislevite, Reikspiel, and Tilean), Rune Lore, Scroll Lore, Secret Language- Classical, Speak Additional Language (Tilean), Theology

Magic Points: 21

Spells: **Petty:** Blot, Find, Gift of Tongues, Glowing Light, Magic Flame, Open, Petty Healing, Sleep, Weaken Poison

1st: Aura of Resistance, Cure Light Injury, Detect Magic, Immunity from Poison, Slippery Ground, Steal Mind, Wilt Weapon

2nd: Aura of Protection, Break Weapon, Lightning Bolt, Mystic Mist, Smash, Zone of Sanctuary

Equipment: Sword, Dagger (I+10, S-2, Parry-20), Silver medallion of an Owl with amethyst eyes, Writing Kit, Journal, Satchel with components, Book on Imperial History (which Johannes authored), and purse (14 GCs, 24 shillings, 10 pennies)

Black Magic Woman/Gypsy Queen

After the stop at Hörbranz, the gypsy carnival travels for three days until their next stop at Staig, where they set up for another two day carnival.

In the meantime, the PCs may feel the urge to investigate the mystery of the ninth wagon. Though they may be considered members of the gypsy band (depending on the outcome of the aforementioned encounters with Leonhard

Mahler and the bounty hunters), the PCs must remain wary of betraying that trust too soon. The gypsies are unlikely to receive any accusation directed toward another one of their kind from outsiders. At this stage, discovery of their antics leads to the PCs being expelled from accompanying the travelling band.

Staig is the only stop in the lands held by the Abbey of Ælaric the Wanderer, a Sigmarite monastery located just outside of the village. It was around this monastery in 1707 I.C. that the ill-fated Grand Baron Eduard von Durbheim led the army of Sölland into a disastrous battle against the Orc Warlord Gorbard Ironclaw and his invading Orc army. The ensuing slaughter and feasting on the dead allowed the monks to flee into the hills, where a number escaped the roaming bands of wolf-riders.

After the Orc army had passed, the monks returned and buried what they could find in a mass grave outside the ruined monastery walls, which was then located on the southern edge of the village. The graveyard is marked by white stones laid out on its border along with a bronze plaque commemorating the dead.

The village was rebuilt after the old ruins were demolished and the ground sanctified by the Churches of Sigmar and Mórr. The monastery also suffered extensive damage, forcing the Abbey to be rebuilt about 200 yards further from the village up the River Klarwasser.

The gypsy carnival sets up in the east side of Staig between the road and river. The wagons are again set up in a circle close to the road with the ninth off at a distance again, closer to the banks of the Upper Reik.

Disturbing Dream

Out of regard for Salvatore or fear of what might happen should they be found violating the gypsies' hospitality, the PCs may have resisted the temptation to spy upon the ninth wagon. Another alternative may be that the PCs have simply lost

interest as other threats (e.g. the bounty hunters at Hörbranz) may have re-focussed their attention elsewhere.

Shortly around midnight following the first successful day of the carnival, one of the PCs is disturbed by a dream. Not aware that he is in a dream-state, the PC opens his eyes as an eerie sound, almost like faraway singing, compels him to find its source. Something unseen rests upon the solid ceiling of the PC's resting place, its weight keeping it in place. With a mighty effort, the PC tears through the wooden planks and removes the crumbly matter above with his hands. The PC labours for a time, inching ever upwards until he breaks through to the surface above.

The PC looks about, taking in the area above the ground and notices that his companions have also found their way to the surface. On closer examination, the PC notices that his companions' faces are gaunt and their eye sockets empty. No matter, it's the singing – or is it simply chanting – that brings the PCs focus to the fore. An old gypsy woman and a bald man with an aquiline nose and very slender features are standing in the clearing of a forest before a wagon. They are calling the PC and his dead companions to arms.

With a start the PC awakens, sweating and feeling a sense of dread. The PC must immediately take a **CI** test. If he fails by 30 or less, then the PC is unsettled for the rest of the evening and suffers a -10 modifier to his **CI** and **WP** for the rest of the night. A failure of over 30 means the PC picks up one **Insanity Point** in addition to suffering the negative modifiers.

Any PC on watch seeing her comrade struggling through the nightmare (or divine visitation) will be unable to wake him up until the entire dream has played through. By the time the vigilant PC takes a more extreme approach – such as dumping a pail of water on the sleeping PC – the dream is over.

The awakened PC somehow senses that something foul will occur within the next few hours.

Taking Care of Business

Around 3:00 in the morning, there is activity in the ninth wagon. The door of the wagon opens and a whisper awakens Benito. The bodyguard is quickly on his feet to assist Maria Luisa from her dwelling. Maria Luisa leaves her wagon. As the old gypsy woman walks towards the river, Benito warily looks around to ensure that no prying eyes observe her. Once satisfied that all is as it should be, Benito follows a respectful distance behind his mistress.

Maria Luisa is seeking the small riverside graveyards common along the major rivers of the Empire. Referred to as *Namenlosen* (“nameless”) cemeteries, the recovered bodies of drowning victims are interred within these burial grounds. Usually, a travelling priest of *Mórr* will perform a Nameless Funeral ritual on newly dug graves to protect them against any attempt by necromancers to secure the bodies or their parts for their perverse use. Unfortunately, these travelling priests are not always as thorough in reciting the burial rituals as they should be.

Maria Luisa is well aware of the risks she’s taking by exiting her wagon, but the chance of detection should be minimised by the lateness and darkness of the hour. PCs observing the wagon at this time have a choice to either follow the aged gypsy woman or search her wagon unhindered.

In the Graveyard

A low stone wall surrounds the graveyard of the nameless in Staig. Maria Luisa enters the grounds muttering a prayer to *Écate*. Any PC within 20 yards can make a **Listen** test for soft sounds (+10 for *Acute Hearing*) to hear the old gypsy woman. Should the PC speak *Strigany*, he recognises her mutterings as a plea to the goddess for protection.

Benito stops at the entrance and turns back towards the wagon as he positions himself to guard Maria Luisa while avoiding seeing what she does. Benito shouts (loudly grunts) to warn the old woman should he spot anyone following

or spying on her. He fights as a rearguard to protect his mistress so she can escape any attempt to capture her. When the opportunity presents itself, Benito backs away from a fight to follow Maria Luisa back to the sanctuary of her wagon. In the event he has no other choice, Benito fights to the death to protect (or avenge) Maria Luisa.

Once she positions herself in the centre of the 20 foot by 10 foot site, Maria Luisa casts the *Detect Unmarked Graves* spell. She looks about until she locates a grave a few feet closer towards the river. Satisfied at her choice, the old gypsy kneels onto the grave, pulls out an object from her skirt, grabs a handful of dirt, and then invokes another spell. Upon its completion a mist quietly arises from the grave and forms into the bloated figure of a young girl who drowned in the river. PCs observing this scene must pass a **Fear** test to maintain their composure.

Maria Luisa asks the ghost of the dead girl if Adolf Seyss-Inquart has yet been received by the God of the Dark Realm of the Restless (this appellation refers to *Kháine*). The ghost replies that he has not and then asks if Maria Luisa is bringing the gifts she promised in *Nuln*. Maria Luisa responds that these offerings are accompanying her on this journey. The old woman then asks if Seyss-Inquart has safely made his escape from *Nuln*. The ghost answers that he did. Maria Luisa releases the spirit with the parting comment, “Go, for I give you over to the Dread Lord for his pleasure.” The spirit screeches in horror as its form is rent apart by unseen claws. Anyone observing this final scene must take another **Fear** test.

With her task completed, Maria Luisa returns to her wagon with Benito on guard.

Searching the Wagon

Instead of following Maria Luisa to the graveyard, the PCs might opt to search her wagon for incriminating evidence. To do so, they will have to get past the *Magic Lock* spell she put on her door when she departed.

Once they gain entrance, the PCs see the layout of the wagon. A small bed is located at the far end along with two closed chests. The chests contains Maria Luisa's clothing and the ingredients for her various spells. These are in addition to what the old woman normally carries on her person. On the bed is a black cat. The PCs may be concerned that the cat is some sort of familiar and act accordingly. The cat is simply a pet, but one who does not trust strangers. If approached, the cat arches its back and snarls. Should the PCs persist, the black cat runs between their legs and around them to make good its escape.

There is also a small table bolted to the floor of the wagon near the bed. Maria Luisa uses the table for eating her meals.

The two chests have false bottoms that can only be found by dumping the clothes out. A locking mechanism (**CR 10%**) can be opened by a small key that Maria Luisa wears around her neck.

An old book – titled “De Immortalitate, Morte, et Arcanis Diversis Nehekaræ” – is found within the first chest. The book is shut with a clasp and clearly missing a few pages. Should the PCs open the book and flip through its page, they find that the vellum upon which the text is written feels thinner than one would expect. PCs with the *Heal Wounds*, *Surgery*, or *Torture* skills may test against their **Int** characteristic to realise the pages are made out of human skin. Any PC who succeeds in this test must then take a **CI** test. Those who fail the test will suffer from a -10 modifier to their **CI** and **WP** characteristics for the rest of the evening. Any who fail by greater than 30 also gain one **Insanity Point**.



Sidebar: New Necromantic Spells

Detect Unmarked Grave

Spell Level: First- Necromancy

Magic Points: 3

Range: 50 yards

Duration: 1 hour

Ingredients: A pinch of graveroot

Through this spell, a necromancer can locate an unmarked grave that is not protected by either of the Mórrian divine rituals Funeral Rite or Nameless Funeral (**Apocrypha Two: Charts of Darkness**, pages 26-27). The Necromancer must be very careful when casting this spell as any priest of Mór within 100 yards must make a **Magic** test to sense the spell being cast and its general direction.

Summon Messenger of Kháine

Spell Level: Second- Necromancy

Magic Points: 6

Range: 10 yards

Duration: D6+2 rounds

Ingredients: A fistful of dirt from a gravesite not protected by Mór and a piece of jawbone from a sentient being.

This spell can only be used in conjunction with the Detect Unmarked Grave spell. Kneeling on top of the unprotected grave, a necromancer can summon a spirit bound to Kháine to receive messages from or send messages to necromancers or other spell-casting servants of the God of Murder and the Undead. In order to get a response from the spirit for each question, the necromancer must pass a **WP** test modified by the difference between the caster's characteristic and that of the spirit (normally a **WP** of 18). Thus, if the caster's **WP** exceeds the spirit's by 8, then the test is taken with a +8 modifier. The necromancer must also take a **CI+30** test. If he fails, the necromancer picks up one **Insanity Point** from using this spell.

Sidebar: “De Immortalitate, Morte, et Arcanis Diversis Nehekaræ”

“De Immortalitate, Morte, et Arcanis Diversis Nehekaræ” (Of Immortality, Death, and diverse Nehekharan Mysteries) is a very dangerous book. The original Arabian-language book has long been lost in the deserts of that country, but five incomplete copies translated into Classical are known to exist. The original book was written by Assad al-Nasrallah, one of the powerful necromancers from 12th century I.C. Araby, and translated by Lorenzo Rizzio.

This particular copy describes in lurid detail the manner in which Nagash the Great Necromancer gained his power and destroyed his enemies. The depictions of the various methods of torture Nagash devised (such as flaying the skin off a live being and a ritual akin to vivisection) are quite graphic. The text also hints at rituals that enable obsessed mortals to achieve immortality at great cost.

This book only contains three spells: *Vanhel’s Danse Macabre*, *Shape Servant of Bone*, and *Raise Dead*. Only those with *Arcane Language-Necromantic Magick* skill can read the spells, but the rest of the disturbing text can be read by those with the *Secret Language- Classical* skill.

Any person reading sections of the book must make a **WP** test to avoid being becoming unsettled. Those who fail the test will be plagued by nightmares for 1D3 nights and must make a **WP** test when using their *Meditation* skill. Any who fail by greater than 30 suffer from an additional -10 modifier to their **CI** and **WP** characteristics for the days they suffer nightmares.

Should an individual actually study the Classical text, the character receives a -10 modifier to their **WP** test. Failure results in the individual suffering nightmares for 1D6 nights, with an additional -10 modifier to their **CI** and **WP** characteristics for the days they suffer nightmares, and must make a **WP** test when using their *Meditation* skill. Any who fail by over 30 also gain 1D2 **Insanity Points**.

Mere possession of the book could lead to the owner being found guilty of the crime of necromancy.

The other chest contains a bag within its secret compartment. The bag is filled with salt preserving the six severed hands therein. Characters with a career as a necromancer or priest of Mórr instantly recognise the hands as spell components for the necromantic spell *Hand of Dust*. Maria Luisa is transporting these items to her necromantic ally whom she plans to meet in Marschwald, still some days travel along the Upper Reik.

Should the PCs search beneath the bed, they find a trapdoor with a bolt. The bolt can be opened from this side, though the lack of hinges indicates that the door drops open to the underside of the wagon.

PCs have a chance of delivering a blow against whatever plans Maria Luisa has cooked up with Adolf Seyss-Inquart by destroying the book and severed hands. The problem for the PCs is that even if things work in their favour, Maria Luisa and Benito are only gone from the wagon for no more than 10 to 15 minutes. Unless the PCs have taken the proper precautions, they could well be discovered within Maria Luisa’s wagon.

Should the PCs be unaware that the old gypsy woman and her bodyguard have returned, Benito quickly locks the PCs within the wagon. He stands guard while Maria Luisa walks to the gypsy camp to complain about the intrusion to Maria Gatti and her son Salvatore. The result of such carelessness on the PCs’ part is an undesirable confrontation with the gypsies. Salvatore’s band believes their offer of hospitality to others of their kind is more important than any promise made to outsiders.

The PCs have to make their case and successfully pass a **Fel** test (+10 for *Charm*, +10 for *Etiquette*, +10 for *Seduction*, the latter if the PC is a female trying to wring sympathy from Salvatore, -10 for any previous transgressions while travelling with the gypsies) to avoid being instantly expelled from the band. Johannes could vouch for the PCs if he has not come to

their defence on any prior occasion. A failure of the **Fel** test results in the PCs being required to offer some kind of compensation (monetary or swear an oath to stay 100 yards from her) to Maria Luisa in order to continue to travel with the band. PCs who wish to remain with the band are forbidden from taking part in the gypsies' festivities and must set their own camp away from the others. A failure by greater than 30 means the gypsies banish the PCs from travelling with them, using threats of death should they come across the PCs again. This situation also results in Salvatore severing ties with Johannes as it was he who guaranteed the PCs' good behaviour.

The PCs could opt for a more drastic solution to being caught by the old gypsy woman and her bodyguard by attacking the two and/or setting fire to the wagon. The sounds of such a bold move could alert the gypsy on guard in the main camp (either Guido or Vito Gatti). Here again the PCs could well place themselves in danger if discovered. Depending upon the severity of the act, the PCs may gain anywhere from a -10 to -30 modifier to their **Fel** test when pleading their case. If the PCs murder either Maria Luisa or Benito, then the gypsy band will attempt to capture and execute the PCs.

In order to lessen the ramifications of getting caught, the PCs might limit their activities to solely keeping an eye on Benito and the ninth wagon. The PCs could reason that it is only a matter of time before Maria Luisa acts and it would be in their best interest to allow the situation to play out first. Should the PCs decide to confide in the scholar, Johannes advises that the patient approach would be best. It allows the PCs to avoid offending their hosts (gypsies tend to protect their own against outsiders – even the individual may be a danger to the band).

If Maria Luisa becomes aware that the PCs are on to her, she bides her time and waits for an opportunity to strike back.

Riders of Mórr

After Staig, the band makes its way to the riverside village of Dessau, roughly two days travel. Dessau is located across the Upper Reik from another sizable Averland town, Loningbrück. The carnival sets up for another four-day carnival in the common just south of the village.

An Overstayd Welcome

In the event that Maria Luisa becomes aware the PCs are spying on her, she summons Salvatore and his mother, Maria, to meet with her on the day of the band's arrival in Dessau. Maria Luisa expresses her concern that the PCs mean to do her harm and demands their nocturnal wanderings are stopped. Salvatore is compelled to give the old woman assurance that he will confine the PCs to camp so long as they travel with the gypsy band. Salvatore does point out to her that, should the PCs leave the company of the band, he would be powerless to curb whatever activities they undertake.

After the meeting, Salvatore pulls Johannes aside to summarise his meeting with Maria Luisa. The gypsy leader asks Johannes to intercede in order to bring the PCs under some control. Even if the PCs have not confided in him at this stage, Johannes has his own suspicions about the occupants of the ninth wagon. He senses that there may be some reason – perhaps nefarious – behind the old gypsy woman and her manservant to keep their distance from the rest of the band. It's just not like gypsies to be standoffish towards their own kind. Should the PCs pass along what they have uncovered, Johannes becomes certain that Maria Luisa is up to no good.

Upon hearing the information from Salvatore that Johannes imparts, the PCs may decide that the time has come to separate from the gypsies. Some PCs may not yet have completed whatever training they have begun, so they may decide it best to mind themselves until the carnival at Dessau is completed.

Maria Luisa, Hedgewizard- Witch (ex-Hedgewizard's Apprentice, ex-Thief)

As a follower of Écate, Maria Luisa has sought out hidden, dark truths for the past ten years. It was during her quest for secret knowledge that she encountered the necromancer, Adolf Seyss-Inquart. When they first met, Maria Luisa was a dark-haired beauty recently driven off from her gypsy band as a result of an altercation with her first mentor, her grandmother. Adolf had just begun his vile education when the two became lovers. The years of living and working together took its toll on Maria. She is only 26 years of age, though she looks to be in her late fifties.

With the authorities becoming aware of Seyss-Inquart, Maria Luisa was forced to go her own way. The two still communicated from afar and recently came together outside Nuln. The cult of Mórr is on Seyss-Inquart's trail, so the necromancer needs Maria Luisa to use her skills to gather some items for him.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	38	39	4	4	9	54	1	42	36	48	46	45	38

Skills: Animal Care, Blather, Brewing, Cast Spells- any Level 1, Cast Spells- any Level 2, Cast Spells- Petty, Chemistry, Concealment- Rural, Concealment- Urban, Divination- Augury, Dowsing, Evaluate, Flee!, Heal Wounds, Herb Lore, Identify Plants, Magic Sense, Magical Awareness, Meditation, Palm Object, Palmistry, Secret Language- Thieves', Secret Signs- Thieves', Silent Move Rural, Silent Move Urban

Magic Points: 22

Spells: Petty: Cunning Hand, Curse, Danger Sense, Dark Sight, Magic Flame, Magic Lock, Remove Curse, Sleep, Stealth

1st: [Battle] Detect Magic, Immunity from Poison, Steal Mind; [Necromancy] Detect Unmarked Grave, Summon Shade

2nd: [Battle] Mystic Mist; [Necromancy] Control Undead, Summon Messenger of Kháine

Equipment Old and tattered clothing, Staff, Silver Ring of Undead Protection (Cl+10 for wearer, WS-10 for Undead opponents)

Disability: Nocturnal lifestyle (Stage 1), premature aging

Benito, Bodyguard (ex-Mercenary, ex-Mercenary Sergeant)

Benito is Maria Luisa's brother who spent many years as a mercenary in Tilea. It was during this time that he was captured by another mercenary band in the employ of a rival city-state. Benito was tortured to reveal the military plans of his employer. When he refused to speak, Benito's captors removed his tongue.

In time, Benito made his way to the Empire where he eventually found his sister, who still maintained her youthful looks. He accompanied Maria Luisa into exile after her fight with her mentor and remained with her when she hooked up with Adolf Seyss-Inquart. Benito kept his peace as he watched his sister age before her time. Eternally faithful to his sister, Benito will protect Maria-Luisa at the cost of his own life.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	51	6*	5	11	52	2	41	43	42	43	42	40

Skills: Acute Hearing, Animal Care, Consume Alcohol, Disarm, Dodge Blow, Drive Cart, Follow Trail, Gamble, Secret Language- Battle, Specialist Weapon- Fist, Street Fighting, Strike Mighty Blow, Strike to Stun, Very Strong*

Equipment Sword, Crossbow and ammunition (R 32/64/300, S4, 1 round to load, 1 round to fire), Mail Shirt (1AP body), Pot Helm (1AP head)

Arrival of the Raven

The carnival in Dessau draws a decent crowd over the four days, much like the number of attendees in Hörbranz. Late on the third day, three solemn men wearing red tunics with the device of a raven over their armour ride into the village from the direction of the Staig-Ballenhof Road. Any PCs working as



labourers on the outskirts of the carnival see the three horsemen solemnly pass by, all the while studying the activities in progress. Unless the observing PCs have taken special precautions not to be seen, the last of the three men nods his head acknowledging the PCs' presence.

Konrad von Mackensen and his men have been on the trail of an ally of the notorious necromancer, Adolf Seyss-Inquart, for some time. After losing the necromancer's trail, the Mórrian witch-hunter uncovered of Maria Luisa's connection to the necromancer shortly after the gypsy witch's departure from Nuln. Konrad procured the services of two Raven Knights before taking up Maria Luisa's trail. In Pfeildorf, Konrad found the gypsy witch had joined a travelling carnival, a move he found interesting as his quarry traded safety for speed.

Konrad and his men have no intention of attempting to arrest of Maria Luisa while she is under the protection of the gypsy band. The witch-hunter prefers to stalk and wait for his quarry to place herself at a disadvantage. The three men plan to obtain lodging at the *Sailing Merchant* inn at Dessau until the carnival departs.

The PCs may find themselves in a quandary. If they have acted on their suspicions about Maria Luisa, the PCs may have been told to keep their distance. The PCs may try to re-ingratiate themselves with Salvatore and his family by notifying the head of the Gatti family of the arrival of the three Mórrians. Should the PCs be concerned about Johannes' standing with the

gypsies (which has suffered if the PCs haven't quite behaved themselves), they should inform the scholar before anyone else. Though cautious, neither Salvatore nor Johannes suspects that the three riders have any interest in the gypsies.

Spy Games

The PCs may also decide to spy on the three newly-arrived men, either with or without Salvatore's or Johannes' connivance. Should they choose this course of action, the PCs could either passively observe the three men or more actively interact with them with the goal of divulging whatever they learn to the gypsies. Both types of effort run the risk of being discovered by the Mórrians.

Any attempt by the PCs to pry into the Mórrians' business fails. Those in the service of Mórr learn early in their training that secrecy is an essential element for a successful operation. Even a simple fact such as the three men having passed through Pfeildorf as they pursued Maria Luisa is considered a secret. [GM Note: Though Konrad and his men heard about the murdered Sigmarite priest, the three riders do not know of the connection between the PCs' and Father Feodor's death.]

PCs caught spying by the Mórrian witch-hunter are in for some trouble. Witch-hunters by nature are a suspicious lot and Konrad is no exception. He knows the PCs are travelling with the gypsies given their labours at the carnival (as well as their garb if the PCs are still dressed in gypsy clothing). So, it's an easy leap to conclude the PCs are in league with the gypsies if they are caught spying on Konrad and his men.

Captured PCs can expect to be subject to interrogation. Though none of the three Mórrians are expert in torture, captives should not assume that Konrad will not resort to such coercion. He wants to know what allies of the old gypsy witch know. Captive PCs might quickly offer to be spies for the witch-hunter to save their skin.

Switching Sides

In fact, the PCs might see the arrival of the three riders as a means to create problems for the old gypsy woman while keeping their own hands clean. If the PCs approach one or more of the men in the *Sailing Merchant*, then Konrad will be more than pleased to pump the PCs for information, even providing them with a bag of silver (up to 15 shillings) for the knowledge they impart.

Konrad would even entertain hiring the PCs to spy for him, promising them a fair price for whatever information they can provide. He is more than fair in compensating for good intelligence, but he is unwilling to commit to a specific price as he knows that some agents (perhaps the PCs) are likely to want too much compensation for inconsequential information. At no time will Konrad allow anyone to force him and his men into action before he thinks action is prudent.

Neither Salvatore nor Johannes will be pleased should the PCs inform the two that they are working with the Mórrians. Salvatore sees the act as nothing less than betrayal of his hospitality, while Johannes is fearful that the PCs have needlessly placed themselves in an untenable situation. The scholar advises the PCs

to put some distance between themselves and the gypsies before they alienate Salvatore's band.

Sidebar: New Spell for Cult of Mórr

Retribution

Spell Level: 2

Magic Points: 6

Range: 24 yards

Duration: Instantaneous

Ingredients: symbol of Mórr (re-usable), water blessed by Priest

This spell can be cast by a Priest against any group of Skeletons, Zombies, or Ethereal Undead within 24 yards and will affect 1D10+6 of the group. Those affected will either crumble to dust or, in the case of Ethereal Undead, simply vanish. The power of this spell is such that these creatures cannot save against its effects.

A Priest may choose to direct this spell at a Necromancer within range. The targeted individual must successfully pass a **WP-20** test to resist the effects of the spell. Failure means that the target sustains 1D3 Wounds (irrespective of Toughness) and loses 1D10 Magic Points.

Reinhardt Schurz and **Frank Starhemberg**, Templars- Raven Knights (ex-Soldier, ex-Squire, ex- Free Lance)

Both Reinhardt and Frank are tall, fit, and have sombre demeanours. Both enjoy gallows humour in private just to relieve the stress of hunting their quarry. The two templars are battle-hardened veterans who have been in Konrad's service for about three years.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	61	7	6	15	63	3	51	64	54	63	55	51

Skills: Animal Care, Animal Training, Disarm, Dodge Blow, Etiquette, Heraldry, Read/Write, Ride-Horse, Secret Language- Battle, Secret Signs- Templar, Specialist Weapon- Flail, Specialist Weapon- Lance, Specialist Weapon- Parrying, Specialist Weapon- Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment Sword, Horseman's Axe, Chain Mail and Breast Plate (2AP body, 1AP arms/legs), Coif (1AP head), Red Tunic with raven device, Shield with device of a raven (1AP body), Raven Symbol, Warhorse with saddle and harness, and purse (8 GCs, 24 shillings)

Konrad von Mackensen, Witch Hunter- Raven Knight (ex- Bounty Hunter, ex-Initiate, ex-Priest)

At 6 foot 2 inches tall, of medium build with dark brown hair and eyes, Konrad is an enthusiastic hunter of necromancers and the raving Undead with a number killed or destroyed to his credit. Normally, Konrad is assigned to prowl the borders of Sylvania, but he was reassigned to the Temple of Mórr in Nuln during the past year. Konrad has been on the trail of Adolf Seyss-Inquart since his arrival in Nuln, having just missed the necromancer. Konrad learned of Maria Luisa and let her ‘escape’ in the hope she would lead him to the necromancer.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	67	63	5	5	13	64	3	51	54	44	43	75	45

Skills: Arcane Language- Magick, Arcane Language- Necromancy, Cast Spells- Cleric 1, Cast Spells- Cleric 2, Follow Trail, Identify Undead, Magical Sense, Marksmanship, Meditation, Public Speaking, Read/Write, Scroll Lore, Secret Language- Classical, Shadowing, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon- Crossbow Pistol, Specialist Weapon- Lasso, Specialist Weapon- Net, Specialist Weapon- Throwing Weapon, Strike Mighty Blow, Theology, Undead Lore

Magic Points: 18

Spells: 1st: Aura of Resistance, Cure Light Injury, Destroy Undead, Funeral Rite, Zone of Life
2nd: Aura of Protection, Dedicate Staff, Invisibility to Undead, Nameless Funeral, Retribution, Zone of Sanctuary

Equipment : Sword, Pistol Crossbow and ammunition (R 16/32/50, S1, 1 round to load, 1 round to fire), 4 Throwing Knives (R 4/8/20, S Caster’s, 1 round), Chain Mail and Breast Plate (2AP body, 1AP arms/legs), Red Tunic with raven device, and purse (12 GCs, 20 shillings)

On Their Own

If working on their own, Konrad and his men plan to keep tabs on Maria Luisa’s wagon from a respectful distance. Konrad and his men are not trying to be subtle as they want their quarry to know they have arrived and are watching. Each takes a four hour shift, only leaving when they are relieved by another. None of the three will risk a direct conflict at this stage. Should they be confronted by the gypsy band, the Mórrians withdraw to avoid a confrontation.

Shadow Hunt

Even though the witch-hunter and his two men shadow the gypsies for the three day travel from Dessau to Arget, they do not approach close enough for an encounter. Their purpose is simply to keep Maria Luisa’s wagon in sight.

Neither Maria Luisa nor Benito are overly concerned with the Mórrians as they know what lies ahead. Their final destination is the swampy Marschwald forest, which covers a large area to the west of the River Oggel near where it empties into the Upper Reik. The forest is quite treacherous, especially for those who do not know its hidden ways. The two gypsies are familiar with the forest and they are not encumbered with armour.

The PCs might still be travelling with the gypsies and nearly finishing up whatever training they have undertaken. There could also be some building tension between the PCs and gypsies depending upon how the PCs have conducted themselves during the journey. If the PCs are unaware that their free ride is coming to an end, then Johannes reminds them as they approach Arget.

There is also a possibility that the PCs have already quit the company of the gypsies in favour of (temporary) employment with the Mórrians. In this situation, Konrad commandeers a cart with a horse so that the PCs can travel along. Konrad intends for the PCs to assist tracking Maria Luisa should she leave the gypsy band at some point.



Carnival in Arget

Arget is across the river from the Averland town of Agbeiten and close enough to Ballenhof to draw attendees from both settlements. Salvatore's band sets up their carnival in the common near to the riverside inn, *The Mallard*. The carnival in Arget is another four-day affair.

Breaking with habit, Benito manoeuvres Maria Luisa's wagon into the same circle with the other wagons. The ninth wagon still manages to place itself closest to the Marschwald forest, about 20 yards from its edge. While everyone in the band is expected to set up tents and other structures, the mute remains guarding the wagon from his seat.

Should the PCs still be travelling with the band, they are expected to continue performing the tasks assigned to them. If they are on their own, but trailing the gypsies, the PCs observe the gypsies energetically preparing the carnival grounds as they have in other locations.

The Mórrian horsemen arrive in due time, watching the gypsies' activities. Though Salvatore's band glares at the Mórrians passing by, Konrad and his men guide their horses slowly to the inn. The three also note that a number of local village folk have brought materials to set up booths for selling their own wares and crafts.

Stake Out

With all the commotion around the carnival site at dusk, Maria Luisa makes her move while Benito sits in his typical calm, but watchful, state. The mute bodyguard knows this aspect of his sister's plan, but his role is to distract anyone watching by giving the impression that nothing is amiss.

Whether of their own initiative or at the behest of the witch-hunter and his men, the PCs may decide to stake out Maria Luisa's wagon soon after camp is set. This section assumes the PCs have found a place from which to observe the witch.

Should they not know of the trapdoor under her bed, PCs watching Maria Luisa's wagon must pass an **Observe**-10 test (+10 for *Excellent Vision*) or a **Listen** test for soft noise (+10 for *Acute Hearing*) to see or hear it opening. In the event the PCs fail this test, they may make another **Observe** test (+10 for *Excellent Vision*) to see the old gypsy woman crawl from a trapdoor at the bottom of the wagon clutching a knapsack and wearing a bag slung around her body (the latter containing the witch's spell ingredients and some provisions). She looks around before quickly running into the forest and disappearing.

If the PCs did not take any precautions to avoid being seen, Benito observes them watching the wagon. He does nothing to warn Maria Luisa since that might attract the PCs' attention. Besides, the old gypsy woman already spotted the PCs after leaving her wagon and she assumes the PCs will either be on her trail or run back to inform the Mórrians of her departure.

What happens next depends largely on what the PCs do. Following are several possibilities and their associated responses:

PCs' action	Benito's response
Remain hidden in their concealed positions, unseen by Benito	Waits for ten minutes or so after Maria Luisa enters the woods and then follows her with an unlit torch and a bundle of firewood and kindling in hand.
Obvious in their observation of the old gypsy woman	Benito continues to watch PCs once Maria Luisa departs, awaiting the PCs' next move.
Take off to stop Maria Luisa in the forest	Intercepts PCs to prevent them from capturing the old gypsy woman. If he fights off PCs, he will follow the witch into the forest when safe.
Splits into two groups, one to battle Benito while the other chases Maria Luisa	Tries to cut down attackers so he can run down PCs chasing after his sister.

After making her way through the forest for roughly ten minutes, Maria Luisa arrives at a pre-arranged rendezvous, finds a place to hide herself, and waits ten minutes for her brother to appear. The witch knows that Benito will only fail to turn up if he was accosted. When enough time has elapsed and the way is clear, Maria Luisa calls forth a magic flame on her hand and ventures deeper into the forest with or without her brother.

Should the PCs be delayed in following Maria Luisa, they can easily pick up her trail with the *Follow Trail* skill. The gypsy witch makes no attempt to hide her track until she closes to within 50 yards of the rendezvous place. At this point, Maria Luisa sweeps the ground behind her with a stick to obscure her tracks. PCs with the *Follow Trail* skill need to pass an **Int-10** test to pick up the trail.

The witch's hiding place allows her to watch the trail without exposing herself. Should she see

the PCs locating her tracks, Maria Luisa extinguishes the magic flame and quietly leaves her hiding place and retreats from her pursuers. This should give her a head start on the PCs.

When Opportunity Doesn't Knock

If no one set up a vigil at Maria Luisa's wagon before dusk, Maria Luisa and Benito slip away unseen. PCs arriving at the scene note Benito's absence. The door to the wagon remains locked and the trapdoor beneath it remains opened. If the PCs did not previously discover the existence of the trapdoor, they need to make an **Observe-10** test to notice if it is opened.

Gaining entrance to the wagon is easy through the trapdoor, although this leaves the character at a disadvantage when an irate cat decides to attack (**WS 41, S 1, T 1, W 2, I 30, and A 3(5)**; two *claws*, one *bite*, two more *claws* in first round when *leaps* on opponent). For its round of attacks when the PC is caught in the trapdoor, the cat receives a +10 modifier to **WS**, negates the character's *Dodge Blow* skill and targets the head and face.

The door to the wagon is barred from the inside, so the PCs must chop their way through to gain entry from here. The noise from this mode of entry will alert others in the camp to the PCs' effort, thereby creating more potential difficulties with their host and Johannes.

Once inside, the PCs find the interior as described in the above section "**Searching the Wagon.**" The only difference is that clothes from the two chests have been strewn about and their secret compartments emptied. The PCs also find salt haphazardly spread about [**GM Note:** Maria Luisa dumped most of the salt out of the sack containing the severed hands in order to lighten her load for travel]. There is nothing of value within the wagon.

A Night in the Forest

Should the PCs decide to continue after Maria Luisa and Benito (assuming the latter survived

any previous encounter with the PCs), they will need a light source. Marschwald's canopy is fairly dense and the forest quickly darkens as the sun sets. Making a makeshift torch presents some difficulty as the forest floor becomes increasingly damp the further eastward the PCs journey.

Pools of water also become more frequent as the forest floor gives way to marsh. Ground fog is quite common as a result, hiding obstacles (such as roots) and making the footing treacherous. If PCs move faster than the **Cautious** rate, the GM might wish to impose an **I** or **Risk** test to impress the difficulty of the journey on the PCs. Any riding on horseback – such as the Mórrians – find the going quite tough and must ensure their horses move at the **Cautious** rate for much of time.

Camping within the forest is a hard challenge. The moisture in the woods means that very little dried wood can be found within its confines. Travellers within the forest must bring their own firewood or range far from the campsite looking for something to burn. Base chance to find dry enough wood to burn is 10% to an **Int** test with additional modifiers as the GM sees fit.

There are also unspeakable horrors that come out at night seeking prey. The most dangerous is the Marschwald Trapper Spider, a species of giant spider that lurks high in the canopy. The spider lays a number of silk strands that function as trip wires indicating prey is near. When a victim appears in the vicinity, the spider silently moves into position about 10 feet above its intended prey. Once positioned, the spider spins a web into a quasi-net held by four of its legs. It uses the web to snag its victim (successful **WS**), bites the prey to paralyze it, and then carries it to the higher reaches of the forest where it feasts upon the liquefied insides (caused by a second bite) of its captive.

Another threat to those journeying into Marschwald is the Giant Shadow Beetle, a gigantic carnivorous insect that ambushes its prey by hiding partially submerged in some of the larger forest pools. The low lying mist also

provides some camouflage by allowing the patient beetle to appear as if it were a large rock or mound of mud. The beetle is more active at night since its dark-coloured shell makes it hard to see, while during the day it prefers to wait alongside the trail for any prey to blunder close enough (within 20 feet) to be attacked.

Even with the dangers of Marschwald, a small number of trappers make their living in the forested swamp. When these men are not catching giant water rats for their soft fur, they live in small shacks built upon raised ground or perched on stilts in the pools. Though the pelts of the large rodents are not quite as valuable as those of beaver, sable, or ermine; they do have a market in this area of the Sudenland and neighbouring Averland. Giant water rats are also food for the giant spiders and beetles that prowl the swamp.

As both Maria Luisa and Benito know their way around Marschwald, the best for which the PCs can initially hope is to keep pace with the two. The GM should allow a PC with the *Follow Trail* skill to periodically test against **Int** to ensure the PCs are still on the trail. Should the PC lose the trail or if the other PCs do not have *Follow Trail*, then periodic **Observe** tests should be allowed to see if they notice a piece of cloth or the broken branch of a bush.

The two gypsies are making their way to the home of Siggı Löffler, an old trapper they knew in their younger days. They know enough about the dangers of the forest to search for a safe place to stay the night. Maria Luisa has Benito kill Siggı after he welcomes them to his home in order to keep their passing secret.

If the PCs succeed in shadowing the gypsies undetected, they will see the gruesome manner in which Siggı is slain. As they watch, the PCs see Maria Luisa distracting Siggı while Benito manoeuvres behind the unsuspecting trapper. Benito then grabs Siggı by the neck, strangling him as the trapper is lifted off the ground. Maria Luisa quickly goes into the hut and brings out a large bowl. Siggı soon loses consciousness, at

which time Benito turns the trapper upside down and holds him by the ankles. Maria Luisa then slits Siggí's throat so that his blood spills into the bowl. The gypsy woman plans to spend the night making blood sausages for the necromancer Adolf Seyss-Inquart. Once the blood is collected, she cuts off both of Siggí's hands and hangs them to dry. Benito dumps the body of the trapper into the nearby marsh, confident that some creature will feast upon the corpse.

At this stage, the PCs can ruin the plans of the gypsies and the necromancer by killing both

Benito and Maria Luisa as well as destroying the necromantic book and collection of hands the gypsy woman was carrying.

Should the PCs lose the gypsies' trail, they can continue on their way until they stumble onto another trapper's abode or they can set up camp before it gets any later. There are no defensible places to establish a camp in the woods, so PCs seeking to find such a place are out of luck. Moreover, their campfire is fairly certain to attract unwanted attention.

Giant Marschwald Trapper Spider

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	-	5	4	17	10	2	-	43	2	24	6	-

Physique: Most Giant Spiders are at least ten feet across with eight eyes and powerful legs covered in thick black hair. Colour usually ranges from dark brown to black and sometimes spiders bear strange markings in contrasting colours.

Psychological Traits: Giant Spiders are subject to *Fear* of fire, but are immune to any other effects. Giant Spiders cause *Fear* in living creatures under ten feet tall. Characters suffering from arachnophobia (fear of spiders) are subject to *Terror*.

Special Rules: Giant Spiders attack with two *Venomous Bite* attacks with their large mandibles. The result of a Giant Spider's bite may cause *paralysis* if the victim fails a **Poison** test. If the paralysed victim is bitten a second time, the addition dose of venom results in the character's death in D6 rounds unless another **Poison** test is successful. The exoskeleton of Giant Spiders gives them the equivalent of plate armour (2AP all over). Giant Spiders have a *Night Vision* range of 20 yards

Giant Shadow Beetle

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	-	3	3	11	10	2	-	43	2	24	6	-

Physique: Most Giant Beetles are under ten feet in length, though they can be of any size within that limitation or colour.

Psychological Traits: Giant Beetles are subject to *Fear* of fire, but are immune to any other effects.

Special Rules: Giant Beetles attack with two *Bite* attacks with their large mandibles. They fly as *landers* and their chitinous carapaces give them the equivalent of plate armour (2AP all over). There is a 40% chance that the bite of a Giant Beetle can cause *infected wounds*. Giant Beetles have a *Night Vision* range of 20 yards.

Giant Water Rat

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	25	-	3	3	5	30	1	-	14	14	18	18	-

Physique: Although similar to Giant Rats in terms of outward appearance and size, Giant Water Rats have webbed feet and a musky scent. They are also more carnivorous than normal rats, preying on small fish, lizards and snakes in addition to eating the leaves, tender shoots, and the fruits that grow in the swamps.

Special Rules: Like Giant Rats, Giant Water Rats have a 35% of causing *infected wounds*. Giant Water Rats have a *Night Vision* range of 20 yards.

Not Quite Bold Adventurers

Given the lateness of the hour and dangers of the forest, the PCs may have opted to wait until daylight to track Maria Luisa and Benito. In this case, they might either return to the gypsy camp and get an early start the next morning or report what they have seen to Konrad.

If the PCs pick the option of reporting to the witch-hunter, Konrad is less than pleased. He believes the PCs failed to show initiative by going after the two gypsies and dealing with them while they were exposed. The lateness of the day convinces Konrad that his band should go forth in the morning. In the event the PCs are not already in his employ, Konrad makes them an offer of 8 GCs each to help catch the witch, half up-front and the remainder upon completion of the task.

Should the PCs go directly to the gypsy camp, they may seek out Johannes to tell him of what occurred. The scholar advises the PCs to keep their activity secret from Salvatore, as he fears the gypsy leader may try to stop them from going after Maria Luisa. No matter how earnestly they ask, Johannes does not join the PCs. He wants to remain on good terms with the gypsies as he will continue to need their assistance once the PCs have departed for Karak Hirn. The PCs may point out that should they fail against the necromancer, they will not be able to draw the attention of their foes from Pfeildorf away from the scholar. Johannes only joins the PCs if he believes their chances of survival are low without the kind of help he can provide.

In the event the PCs aren't astute enough to hold their tongues, disclosure to Salvatore of their plans to go after Maria Luisa is the last straw for the gypsy leader. He declares the PCs enemies of his band and vows to kill them if they are not out of his sight within ten minutes. Salvatore orders several of his men to escort the PCs away from their campground immediately. Any resistance by the PCs is met in kind by the gypsies.

The dangers of travelling under the canopy of Marschwald – though lesser during the day than at night – are still present. The little light that does filter through deepens the shaded areas as a result of the sharp contrast between the lit and dark areas. This can cause a brief moment of blindness for characters as their eyes need a second or two to adjust.

Given the conditions of the forest floor, tracking becomes difficult. In some places, the tracks – particularly those of Benito – are fairly easy to discern, but the periodic pools and hard patches of high ground can cause one to lose the trail. When the trail is lost, GMs should allow PCs an **Int** test (+10 for *Follow Trail*) to relocate it.

Should the PCs be in the company of Konrad, he has the PCs do the tracking (he is paying them after all). The witch-hunter only lends his expertise when the PCs are unable to find the track. If the track is completely lost (which the GM should arrange if the dice rolls don't oblige), Konrad and his men will continue in one direction while ordering the PCs to take another path.

Getting Closer

Once they are on their own, the PCs wander for a bit until they reach the abode of Gisela Bader, a trapper. Though she looks far older than she is, Gisela has lived in the marsh for only fifteen years. She knows the various paths and assorted dangers very well.

The PCs may not be sure how to proceed at this point. They know they are looking for the gypsy witch and her guard, but they are probably not as clear as to the duo's purpose for disappearing into such a dismal land. If the PCs spin their tale of woe to her, Gisela listens carefully before suggesting that their quarry is probably seeking a special place with a landmark to meet someone. Gisela knows of such a place where many trappers gather at certain times of year to honour Taal with sacrifice and prayer.

The PCs may simply ask Gisela for direction, but the trapper advises the PCs that they need a guide to lead them, which she is willing to do for a fee. Gisela is not interested in coin, since money means little to her in the marsh. The trapper prefers a portion of the PCs' rations, about three days worth, and requires the PCs' protection (the trapper knows that a large party will attract the attention of hunters that she can normally avoid). The trade of their provisions might leave the PCs somewhat short, but that is not Gisela's concern.

Should the PCs inquire about the length of the journey, Gisela replies that it should only take an hour or so. The PCs might rightly be cautious of Gisela's purpose, but she is forthright in her offer to assist the PCs and does not intend them ill.

Gisela's destination is an island of high ground where a large 20-foot high stone (menhir) was erected sometime in the distant past. Trappers and other folk living within the confines of the woods know the safest paths to reach the blessed stone symbolising Taal's power in the wilderness. If asked, Gisela mentions that the location also serves as a graveyard for deceased woodland folk.

Face Off with a Necromancer

PCs should make a **Listen** test for normal sound (+10 for *Acute Hearing*) as the group comes within 50 yards of the edge of the pool surrounding the island. If successful, the PCs hear the sound of two individuals – Maria Luisa and Benito – wading across the water up ahead. If the PCs fail the first test, allow them a second **Listen** test for normal sound (+10 for *Acute Hearing*) to hear a cold voice greeting Maria Luisa by name.

[**GM Note:** Passing the first test allows a PC to automatically hear the greeting. Should the PCs need help, the GM can also rule that Gisela hears the greeting and signals the PCs to keep quiet if they are chatting. After all, if she can hear Maria Luisa and the Necromancer, there is likelihood the PCs can be heard.]

Should the PCs have missile weapons, they might quietly ask Gisela to lead them to a place where they can see the island from cover. PCs must make an **I** test (+10 for *Silent Move Rural*) to find a place of concealment and cover. If any PCs fail by 30 or less, there is a 54% chance (Maria Luisa's **I** characteristic) that the gypsy woman, Benito, or Adolf may have heard them. In the event that only one PC failed their test and was heard, the threesome pauses only for a moment and listens very carefully while scanning the forest, before continuing.

If more than one PC makes a noise and is heard, Benito assumes a defensive position with a 40% chance of facing the direction of the PCs. Should Benito fail that roll, there is an equal chance he might face right, left, or opposite to the PCs' position. Responding to the huge bodyguard, Maria Luisa and Adolf move to the side of the standing stone away from the location where the noise was believed to have occurred.

In the event that any PC failed by more than 30, the two gypsies and necromancer know exactly where the PCs are and take action against them. Benito takes up the position described above awaiting the PCs to come out from hiding. Should the PCs fire missile weapons, Benito takes cover behind the standing stone. While this is occurring, Adolf summons forth D6 zombies from the nearby marsh using *Summon Zombies* (which is the same spell as *Summoning Skeletons*). Adolf has another enchanted skull to use should the first spell summon only 1 or 2 zombies. The tannic acid in the moss-thick water has lengthened the decaying process so that the Undead appear with skin of dark brown hard leather and reek of swamp water. The zombies shamle towards the PCs while Maria Luisa readies her offensive spells (e.g. *Steal Mind* or *Mystic Mist*).

If the PCs succeed in reaching a spot from which to observe the two gypsies meet the necromancer, they see Maria Luisa greet Adolf with an embrace while Benito looks about, alert for any surprises. Standing back from the

embrace, the gypsy witch opens her knapsack and pulls forth one of the six severed hands to show the necromancer. PCs who are either initiates or priests of Mórr recognise the severed hand as an ingredient to a necromantic spell (a successful **Int** test with a +10 per priest level allows the character to identify the *Hand of Dust* spell).

Once the hand is put away, Maria Luisa pulls the old book out of her pack. Should the PCs watch Adolf's expression, he is clearly pleased with this gift. The book is returned to the knapsack and Maria Luisa hands the bag to the necromancer. If the PCs are still watching, the gypsies begin parting company with the necromancer.

In the event the PCs do nothing more than watch the exchange of items, Konrad and his men burst onto the scene after the hand-off, coming from a different direction than where the PCs are observing [GM Note: Even if the PCs are not working for Konrad, the Raven Knights have been following the PCs' tracks to reach this point]. Likewise, the witch-hunter and templars appear suddenly if the PCs find themselves in dire straits (losing badly) battling the two gypsies, necromancer, and zombies. Should the PCs acquit themselves well in battle, Konrad and his men show up just moments after the PCs

have won (but soon enough afterwards to prevent the PCs from taking possession of the book and hands).

When Konrad and his men join the battle, the gypsies and necromancer attempt to flee by scattering into the woods. The witch-hunter is particularly keen on dispatching the necromancer and the three Mórrians plunge into the woods after him. The GM should decide whether Adolf is able to get away.



After the battle has ended, Konrad and his men gather their dead foes (including the zombie remains) and pile them along with any necromantic spell components (body parts such as the severed hands) and the “De Immortalitate, Morte, et Diversis Arcanis Nehekaræ.” The templars unpack the wood they carry for such occasions and Konrad oversees the burning of everything in the pile.

Gisela Bader, Trapper

Though only in her early 30s, the 5 foot 4 inch, medium-built Gisela looks to be in her 40s. Living in Marschwald is hard and Gisela's greying hair, wrinkled face and missing teeth are clear examples of the toll the swampy environment takes on its human inhabitants. Still, Gisela is generally a friendly person who has accepted her lot in life. She is also quite brave, but not to the point of foolishness.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	43	4	4	9	44	1	41	32	33	34	34	31

Skills: Concealment Rural, Orientation, Row, Secret Language- Ranger, Secret Signs- Woodman's, Set Trap, Silent Move Rural, Spot Trap

Equipment: Long Knife (**I**+5, **S**-1), Leather Jerkin (0/1AP body), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, fur hat and buckskins, 4 animal traps, and 10 yards of Rope.

Adolf Seyss-Inquart, Necromancer (ex-Wizard's Apprentice)

Once a promising student of Magic in Wurtbad, Adolf fell from grace early in his studies when he chanced upon his master's forbidden tome of necromancy. He saw that such knowledge would prolong his life and, perhaps, provide him a key to worldly power. He fled in the dead of night when the agents of Mórr raided his master's home and dragged the protesting old wizard to be burnt at the stake. Since that time, Adolf has been searching for more such tomes, even as he was on the run from the authorities.

Adolf met Maria Luisa before beginning his vile education and the two became lovers. He kept in touch with her while he continued moving from place to place following rumours of ancient tomes while avoiding capture. In Nuln, Adolf met with Maria Luisa, passed on a list of the supplies he needed, and arranged the next meeting place before fleeing again. Adolf took a circuitous route to reach Marschwald.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	40	4	4	9	52	1	42	36	49	46	45	28

Skills: Arcane Language- Magick, Arcane Language- Necromantic Magick, Cast Spells- Battle 1, Cast Spells- Necromancy 1, Cast Spells- Necromancy 2, Cast Spells- Petty, Demon Lore, Identify Undead, Meditation, Read/Write, Secret Language- Classical, Scroll Lore

Magic Points: 22

Spells: Petty: Curse, Danger Sense, Dark Sight, Magic Flame, Magic Lock, Reinforce Door, Remove Curse, Sleep, Stealth

1st: [Battle] Detect Magic; [Necromancy] Detect Unmarked Grave, Summon Skeletons

2nd: [Battle] Aura of Protection; [Necromancy] Control Undead, Hand of Dust, Summon Messenger of Kháine, Summon Skeleton Minor Hero

Equipment: Sword, Staff

Disabilities: Cadaverous Appearance (Stage 2), Morbidity, Unpleasant Odour (Stage 1)



Zombies

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	3	3	5	10	1	10	10	14	14	14	-

Psychological Traits: Zombies cause *Fear* in living creatures they attack. In contrast, they are immune to psychological effects.

Special Rules: When they lose a round of combat, Zombies must pass a **Ld** test (based on their controller's attribute) in order to keep fighting. Zombies are *subject to Instability* and must be *controlled* to fight effectively. Zombies without a controller are *subject to Stupidity*. Hits from zombies have a 20% chance of causing Tomb Rot and those not causing that disease have a 50% chance of causing *infected wounds*.

Aftermath

Ideally, the fight at the standing stone should result in the deaths of the two gypsies and the necromancer. Should any of them escape, the PCs will have implacable enemies that could pop up unexpectedly to wreak their revenge (something the GM might want to consider outside this campaign).

If the PCs were working for Konrad, the witch-hunter pays them whatever balance he agreed to before releasing them from service. Should the PCs not have reached any agreement, Konrad thanks them for their efforts in opposing the necromancer. The Raven Knights then depart having served Mórr's purpose.

On their own again (Gisela having left as soon as she could after the fight began), the PCs can expect problems with the gypsies even if they were not seen following Maria Luisa. The gypsies know through observation or deduction that the PCs have been gone for an extended period and the band has noted that Maria Luisa and Benito have abandoned their wagon.

Should the PCs return to the gypsy camp on their own, they are summoned to appear before Salvatore to explain themselves, even if they return with the Raven Knights. No matter what story the PCs spin, they are advised to leave camp immediately. If the PCs admit to slaying the witch or simply chasing her off, Salvatore angrily denounces them as betrayers of the hospitality the gypsies have provided, particularly following the events in Pfeildorf. He curses and berates them while declaring them unwelcome among the gypsy bands of Sudenland. Salvatore intends to spread the word of the PCs' dishonourable conduct.

The PCs can expect no assistance from Johannes Krönert. The scholar has recognised that it is time for the PCs to be on their way as should he. Shortly after the PCs leave the gypsies camp, Johannes comes upon them and thanks them for all they have done. The PCs may be puzzled by this. Johannes explains that he has little doubt

that the people in Pfeildorf are still looking for them. If the PCs are short of money, Johannes gives them each five crowns in gratitude. Johannes will admit if asked that so long as the enemy's efforts are spent searching for the PCs, then he will be safe to continue his own investigations. Johannes then departs in the direction of Pfeildorf.

The PCs may opt to not even bother returning to the gypsy camp knowing that such a move would create an awkward situation they would prefer to avoid. The road lies before them, though they might not quite know which direction will lead them to Karak Hirn, the Dwarfhold where the PCs hope to find answers to the vexing question of the Eighth Theogonist and the mysterious Order of the Sacred Hammer.

Act Two-The Road to Karak Hirn

Wherein the PCs must travel on the roads of Sudenland to Karak Hirn, unaware that their enemies are beginning to close on them.

Alone in the Wilds

While the main thrust of Act Two assumes the PCs accompany the gypsy band to Arget before the incident with Maria Luisa and the necromancer forces the parting of the ways, this section provides a number of unconnected encounters that the GM may want to use should the PCs decide to make their own way to Karak Hirn.

Skirting the Wilden Hills

Should the PCs decide to leave the gypsies soon after they have recovered from their wounds, they may decide to trek directly south, skirting the eastern and southern edges of the Wilden Hills as they make their way towards Söllweg. It may be that the PCs wish to return to Eppiswald or parts further south despite being warned of the danger. Cutting across country in this manner is slow going on foot with the PCs only managing 15 miles (at best) a day.

The Wilden Hills is prime pasture for the flocks of sheep in the region. Many of those who profit from the work of others are well aware of this as well. Bands of bandits and rustlers have established hideouts in the valleys of this rugged region. Small bands of mercenaries have been hired to patrol these areas and deal with the thieves as they see fit.

Unless they look like lost townsfolk cluelessly wandering about in the wilderness, the PCs could be mistaken for mercenaries, bandits, or rustlers. PCs with *Sixth Sense* periodically feel that they are being watched. Should the PCs look like easy marks, rustlers or bandits will set up ambushes in order to rob the PCs. In contrast, mercenaries might follow at a respectful distance hoping to use the PCs as bait to lure out outlaws or rustlers. If the opportunity presents itself, mercenaries may decide robbing the PCs is more profitable than risking themselves dealing with bandits and rustlers.

Should the PCs look capable, most outlaws and rustlers stay out of their way. There is little profit and much risk to be had in attacking a battle-ready group of outsiders.

On the other hand, deception could be used to lure the PCs into a false sense of security. With some livestock in their possession, groups of rustlers could easily play the part of herdsmen who have been recently plagued by bandits. They could even enlist the PCs to unknowingly help attack rival gangs of rustlers, local bandits, or even patrolling mercenaries (they are bandits, after all).

In essence, PCs travelling in these parts are unlikely to recognise foe from potential ally. GMs should take advantage by creating encounters which keep the PCs guessing as to who to trust and who to fight.

Vicinity of Finnwald

In this region of Sudenland, there are two dangers of which the PCs need to be aware: Finnwald Bandits and Bloody Ear goblins.

The bandits have a camp in the Finnwald Forest, not too far from Pforzen and on the stretch of road that the roadwardens tend to avoid. The bandits are known to range to the west of Pforzen where the merchant traffic and travellers are more frequent. The bandits prefer to set ambushes, which allow them to carefully select their prey and avoid unnecessary combat. The bandit band is usually six to eight strong, but recent movement of unemployed mercenaries have swollen the number to twelve. In their absence, the camp of the bandits is protected by their families.

The Bloody Ear goblins are rumoured to have a camp somewhere in the hills north and east of Finnwald. They are a nomadic band, ranging throughout the region on their wolf mounts. The goblin band has about forty or so members (excluding snotlings), half of which are warriors. Typical of their kind, the goblins are not interested in treasure as much as they are in raiding local homesteads and travellers for food (livestock and human).

PCs travelling the region will likely look like potential victims or prey to one of these groups. PCs might even find themselves stumbling onto the bandit camp when the families are left on their own and under attack from the goblins. The returning bandits would be grateful to the PCs for their assistance in saving the camp, but they would still rob the PCs of valuables and money before sending them on their way with the clothes on their back (no small concession).

Should the PCs find themselves along the road connecting Pforzen to the River Söll, they are likely to run into small teams of bounty hunters looking to bring the PCs – dead or alive – back to Pfeildorf to stand trial for the murder of Father Feodor. These teams might even be in fierce competition with one another for the reward offered by the Church of 100 GCs each. PCs caught between two or more such groups might have to play one off against the other(s) in order to survive the encounter.

Goblin Chief

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	45	4	4	11	40	2	28	28	28	28	28	18

Skills: Dodge Blow, Street Fighting, Strike Mighty Blow, Strike to Stun

Possessions: Sword or Axe, Spear, Leather Jerkin (0/1AP Body), Short Bow (R 16/32/250, ES 3, 1 round to load and fire) and ammunition.

Psychological Effects: Goblins are *subject to animosity* towards other goblinoids and tribes. They also *hate* Dwarfs, and *fear* Elves when they do not outnumber the latter by at least two to one.

Special Rules: Goblins have *Night Vision* range of 10 yards.

Goblin Champion

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	35	4	3	7	30	1	18	18	18	18	18	18

Skills: Dodge Blow, Street Fighting, Strike Mighty Blow

Possessions: Sword or Axe, Spear, Leather Jerkin (0/1AP Body), Short Bow (R 16/32/250, ES 3, 1 round to load and fire) and ammunition.

Psychological Effects: Goblins are *subject to animosity* towards other goblinoids and tribes. They also *hate* Dwarfs, and *fear* Elves when they do not outnumber the latter by at least two to one.

Special Rules: Goblins have *Night Vision* range of 10 yards

Goblin Shaman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	35	4	4	10	40	1	28	28	38	28	28	18

Skills: Cast Spells- Battle 1, Cast Spells- Petty, Cast Spells- Waaagh 1, Cast Spells- Waaagh 2, Evaluate, Herb Lore, Identify Plants, Magic Sense, Magical Awareness, Meditation, Prepare Poison (Fungal)

Magic Points: Base 3 points (cannot absorb more than 19 points of Waaagh magic safely)

Spells: Petty: Butterfingers, Curse, Danger Sense, Petty Healing, Stealth

1st: [Battle] Aura of Resistance, Cure Light Injury, Fireball, Wind Blast, [Waaagh] 'Eadbutt, Mork Wants Ya!

2nd: 'Ere We Go, Gaze of Mork

Possessions: Staff with various tokens and fetishes, Short Bow (R 16/32/250, ES 3, 1 round to load and fire) and ammunition, Bag of ingredients

Psychological Effects: Goblins are *subject to animosity* towards other goblinoids and tribes. They also *hate* Dwarfs, and *fear* Elves when they do not outnumber the latter by at least two to one.

Special Rules: Goblins have *Night Vision* range of 10 yards

Goblin Warriors

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	7	20	1	18	18	18	18	18	18

Possessions: Spear, Leather Jerkin (0/1AP Body), Short Bow (R 16/32/250, ES 3, 1 round to load and fire) and ammunition.

Psychological Effects: Goblins are *subject to animosity* towards other goblinoids and tribes. They also *hate* Dwarfs, and *fear* Elves when they do not outnumber the latter by at least two to one.

Special Rules: Goblins have *Night Vision* range of 10 yards.

Great Wolves

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	41	0	3	3	5	30	1	-	10	14	14	14	-

Snotlings

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	17	17	1	1	3	30	1	14	14	14	14	14	14

Psychological Traits: Snotlings are too stupid to suffer from inter-goblinoid *animosity*, but they have enough animal cunning to be *subject to stupidity*. Snotlings are *subject to fear* if they do not outnumber opponents by more than ten to one. A lone snotling is *subject to terror*.

Special Rules: Snotlings are immune to the effects of all *moulds* and use a variety of spore weapons which can be thrown up to 15 yards. Snotlings are also known to throw faeces. They have *Night Vision* range of 10 yards.

Thick as a Brick

PCs who head directly to the River Söll in order to make their way southward are in for a shock. Posters have been placed on road signs and trees along the Söllweg with the names and likenesses (rough resemblances) of the PCs who were in Pfeildorf when Brother Feodor was killed. The phrases “Wanted for the Murder of a Priest of Sigmar” and “Reward of 100 GCs for each alive or 50 GCs if dead” pretty much sums up the problems facing the PCs should they decide to travel along this road.

Roadwardens, bounty hunters, mercenaries, and others clog the road, towns, villages, and the countryside looking for a chance to make some respectable money. Even bandits are hoping for the chance to collect the reward. In the larger towns, such as Meissen and Geschburg, the authorities have deployed their garrisons and militias to keep order. Anyone who bears a resemblance to any of the PCs may find themselves in dire straits should others believe they have caught one of those wanted by the Church of Sigmar.

The GM should remind the players that justice in the Empire does not presume innocence until proven guilty. Many of the downtrodden – peasants, penniless commoners, transients (like the PCs), entertainers, and gypsies – are generally considered guilty of whatever crimes have been committed (even if only by rumour) and proof otherwise is incumbent on the accused. Individuals of means or those protected by powerful patrons or family find it easier to escape a verdict of guilty, particularly if the victim is of a lesser social standing.

GMs should confront the PCs wherever possible for making the poor choice of returning to the River Söll. Bounty hunters and the like will be encountered in groups of three or more as they know they will be facing a number of cold-blooded, murderous heretics.

Back in Pfeildorf...

If the PCs stick to the main plot of this scenario, they will be travelling with the gypsies for approximately 26 days. A few of those days may have been in a comatose state at the beginning. This means that the PCs find themselves travelling on their own starting on 13 Sigmarzeit, give or take a few days.

Karelia Meitner

While the PCs have been seeing the northern Sudenland countryside, going to fairs, and learning new skills, those left behind in Pfeildorf have not sat idly by. Karelia Meitner learned of the murder of Father Feodor from gossip on the street and used her position in the Church of Sigmar to be allowed to privately view the body of the late priest, despite the Church's decree that his corpse was not to be seen outside the high echelon of the Mourners' Guild. The Cult of Mórr agreed not to divulge Karelia's presence to Church members in Pfeildorf.

Though not certain of the nature of the magicks used, Karelia easily concluded that Father Feodor was murdered by foul sorcery. She also

realised that the PCs were incapable of killing the priest in such a fashion despite the subsequent posting of wanted posters bearing their names. If nothing else, this quick move to accuse the PCs confirmed the Arbitrator's suspicion that there was something more sinister going on. Karelia sent a coded communiqué to her superiors in the Officium Arbitrorum.

Karelia continued conducting her own investigations for two weeks after the PCs' departure and reached a number of dead-ends. She concluded that whatever connections there were between this secret group and the Church in Pfeildorf had been severed. Karelia departed for Karak Hirn on the assumption that the PCs would follow the late Professor Lessing's lead to the Dwarfhold. Karelia took extreme care to make sure she was not followed, sometimes doubling back to throw off any attempt to trail her.

Gerhardt Haider

Gerhardt Haider has also been busy. With Father Feodor dead, Herr Haider does not have to worry about a weak link in the Church of Sigmar exposing his less than savoury activities. The rest of the Church in Pfeildorf has no idea that there is an Order of the Sacred Hammer or that the Order is largely based at Hess Tower in the Wilden Hills.

Gerhardt sent his trusted aide, Erich Honecker – or his replacement should the PCs have eliminated the man who arranged for the murder of Aldebrand Mössbauer – to Hess Tower to arrange a timetable to move the whole of the Order of the Sacred Hammer to the vicinity of Übersreik in the Reikland. The movement would have to be few in number over an extended time so as not to arouse suspicion.

When Honecker returned, Herr Haider provided his aide with coded letters to be delivered to his twin brother, Lector Quintus, in Übersreik as well as to other prominent members of the Order elsewhere. The letters noted that the time of the coming of the Eighth Theogonist was fast

approaching and all would be made ready to receive him.

Once these tasks were completed, Herr Haider moved his household to Wissenburg, the centre of his mercantile empire. He reasoned that should the PCs return to Pfeildorf with whatever allies they gather, they will find no connection to him or any of his servants. This assumed, of course, that the PCs survived those hunting them.

The Long Road Ahead

Having been forced from the gypsy camp, the PCs will likely backtrack to the Marsh Hare coaching inn in Ballenhof to discuss their plans for making their way to Karak Hirn. The inn is also the base of the local roadwarden band. As the gypsies are still in Arget, the roadwarden band heads to the carnival, passing the PCs on the road. Normally, the roadwardens patrol the road from Ellenwangen to a ford on the River Sim at the village of Gestratz.

If the PCs are dressed in gypsy attire, they are assumed to be gypsies. Edmund Sturm – innkeeper and former owner – makes it clear that they are to leave once they finish their meal and/or drink since ‘they and their kind’ are not welcomed in this establishment. The PCs may try to convince Sturm that they are not gypsies, which requires a bribe of 1 GC and a successful **Fel** test (+10 for *Charm*, +10 for *Seduction*) from the PC pleading their case. If the PCs fail and refuse to leave, Edmund will send his daughter to request assistance from Freiherr Wieland, steward for the absentee Baron Domagk, to have the PCs removed.

PCs dressed in the proper clothing are not treated as outcasts, though foreigners or Elves among the group can still expect to be treated poorly (just better than gypsies).

While the PCs are pondering their next move, they see a man wearing a blue band on his left arm with some sort of insignia enter the inn.

PCs passing an **Observe** test (+10 for *Excellent Vision*) notice the device is of a black wagon with silver shillings as wheels. PCs with experience as a Pedlar or Trader recognise the design as that of the Sudenland Pedlar’s Guild.



The man orders a drink and complains to the innkeeper that his escort has not been seen since the gypsy carnival began in Arget. The pedlar looks about the common room, introduces himself as Alban

Handler, and announces that he is looking to replace those who have deserted him on his journey to the village of Waldbach on Pedlar’s Path. He then takes a seat at a table near the fireplace to see if any are willing to take the job.

Should the PCs stop at the table expressing an interest, Alban informs them that the job is to escort him for the two days it takes to get to his destination. The pay is five shillings for each PC who accepts the job in addition to a night’s lodging in the common room of wherever they stop as well as dinner. Halfling PCs will have to be satisfied with Big Folk portions as Alban is not going to pay to fill their bellies. Alban also explains that bandits have become a big nuisance so far this spring, but he is not expecting any problems getting to Waldbach.

The PCs may want to bargain for a better rate, but the inclusion of the meal and night’s lodging is more than reasonable and Alban cannot pay any more. Moreover, Alban will not agree to pay the PCs all in advance. He prefers to pay them after they reach Waldbach, but he can be bargained to pay them at the end of each day. Should the PCs decline Alban’s offer, he will hire someone else in the following hour or two.

In the event the PCs agree to his terms, Alban smiles and tells them that he leaves at dawn and he expects the PCs to be prompt. With business concluded, Alban bids the PCs good night before making his way to the bar. The PCs can hear Alban order two loaves of bread, two blocks of cheese, and a pitcher of weak ale. With food and drink in hand, Alban heads to his wagon calling three older children to gather round for dinner. In addition to his job as a travelling trader, Alban is in the pay of the Shallyan monastery in Waldbach to bring orphans and other unwanted children to the sanctuary. The monastery provides food and shelter in exchange for a chance to help these youngsters become valuable members of society. Alban hires guards whenever he is transporting children in order to help protect them from the dangers of the road.

Alban does not provide horses for the PCs to ride. As Alban's three charges ride in the wagon among his merchandise, there is only room for one PC to sit alongside Alban. The PCs will have to determine which of their number ride or whether they will change when Alban stops for a break (roughly every two hours to give the horse time to rest and eat). PCs on foot should be careful not to walk directly behind the wagon to avoid stepping into some freshly laid road hazards.

The first day's travel is the shorter of the two with a noontime stop on the Ballenhof-Steingart Road across the river from the village of Gestratz. Alban knows the village is fairly unfriendly towards visitors and he asks the PCs to stay on the eastern side of the river with the children while he crosses the ford to conduct business. Should any PC wish to accompany the pedlar, Alban declines any offer saying that he would prefer the PCs to watch the children so they can stretch their legs for a time.

Though Alban is only gone for half an hour, the PCs have an opportunity to get to know the children. Erika will smile prettily at the male PC with the highest **Fel** and ask some friendly questions about the character's background.

Depending whether the PC is favourably inclined in responding, Erika might start making inquiries of a more personal and forward nature, perhaps making the PC rather uncomfortable.

In contrast, Robert simply paces about working off his excess energy, occasionally hopping along. He is rather unresponsive to questions being directed at him unless they are from a PC kindly cajoling Robert to sit for a spell or keep close to the rest of the group.

Lise finds a rock to sit on and gaze at the clouds in the sky or the wind blowing the grass. If asked what she is doing, Lise merely replies that she is enjoying looking about. Lise likes the calmness of the surroundings and the fresh air. Should no one bother with her, Lise hums a little happy tune.

By late afternoon, the group arrives at the Coaching Inn of the Prancing Doe. Ehrmann and Hunni Schmidt run a clean, though crowded, establishment. A coach from the Sigmar's Carriage line has made a call this day on its way towards Pfeildorf and a number of locals and other travellers have stopped by to exchange news and gossip. Most of the talk is about the Grand Baroness' abdication of her Electorship and the absorption of Sudenland by the province of Wissenland. The conversation is lively – and sometimes heated – as opinion seems to be evenly split for and against.

Alban tells the PCs that with so many people about, he will secure lodging in a private room for the children. He needs the PCs to remain vigilant, particularly keeping an eye on Erika, and set up a rotating watch outside the door of their room.

Alban's instincts serve him well. Niklaus Bethe, a slaver, sits in a corner table with his three henchmen. He has taken notice of the three children and is calculating how much they would fetch in the slave markets of Akendorf and Vidovdan in the Border Princes. Generally, Niklaus and his men ride through the poorer

parts of the Empire purchasing unwanted children from their parents or snatching young adults who foolishly wander away from the protection of their family or villages. This season, he and his men have fallen victim to bandits and have been cleaned out of their funds. The four have recovered a bit by taking their own turn at robbery. Still strapped for cash, Niklaus seems an opportunity to obtain human merchandise at little cost. Niklaus instructs two of his men to wander around the crowded common room in order to get close enough to listen to Alban or the PCs tell others what they are doing with the children.

Before heading off to the privacy of their lodgings, Lise sits near the fireplace staring wide-eyed at the flames. PCs sitting close to Lise and listening carefully hear the following:

*“They trade in darkness,
 yet travel in light,
 Sweet talk the oldsters
 and pay in metal,*

*Or snatch Rhya’s unwanted
 gift and make flight.
 So to reap a profit
 in the lands beyond
 whilst sowing misery.”*

PCs close by but not paying any attention to the girl can hear her comments by making a **Listen** test for soft noise (+10 for *Acute Hearing*).

Should the PCs ask Lise what she sees while she is entranced, the scryer replies, “They are here, watching... waiting... planning.” If the PCs ask the spellbound Lise of what she sees for them, she slowly shakes her head and says nothing. **[GM Note: In the event the PCs did not get their fortune read by Patrizia Prodi, then Lise could provide the same information the gypsy fortune teller would have given.]**

The PCs may decide that bringing the rapt Lise back to reality would help her recall what she saw. In this, they are gravely mistaken. If compelled out of her trance, Lise remembers nothing of what she saw in the flames.

Alban Handler, Pedlar

A pedlar by trade, the slightly over-weight Alban Handler is 5 ft 10 inches with blue eyes, receding medium brown hair and a thick moustache. The man is in his mid-forties and has been in the pay of the Shallyan monastery for the past ten years. While many have mistaken him for a kindly man helping the less fortunate, the fact is Alban would not transport orphans and unwanted children if the monastery was not paying him so well to do so. The form of payment is not in coin, but in goods and crafts he can sell.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	38	4	4	8	41	1	31	29	32	31	29	43

Skills: Animal Care, Blather, Drive Cart, Evaluate, Haggle, Herb Lore, Secret Signs- Pedlar, Specialist Weapon- Fist

Equipment: Sword, Armband (with device of Sudenland Pedlar’s Guild), Wagon and Horse, Lantern, Mattress and blankets, Tinderbox, Pots and Pans, Rope, Small knives, Coloured Ribbon, Pins, other merchandise.

Erika Bauer, Robert Zimmermann, and Lise Brandt, unwanted children travelling with Alban

The 4 ft 10 in, blonde-haired **Erika** is a precocious fourteen year old whose outspoken, flirty nature has undermined her parents attempt to arrange a marriage for her. Tired of her antics, Ericka's parents exchanged her for some utensils and pans in the hope that the Shallyans will make her respectable. Any character with a **Fel** characteristic of 36 or more may find themselves the object of Erika's infatuation.

Robert is a twelve year old with brown hair and a little slow of mind. His father tried to teach the 5 ft tall, slender boy the simple craft of farming, but Robert just could not keep focussed. With several other children to feed and care for, Robert's parents exchanged him for some blankets and farming tools.

The eleven year old **Lise** is simply creepy. At 4 foot 9 in with short blonde hair and large blue eyes, Lise has an unusual habit of mumbling while staring into a flame, whether it a campfire, in a fireplace, or a lantern. Should anyone listen closely while Lise is in her trance, they will hear her whisper in either riddles or ambiguous sentences. If the listener asks Lise what she meant later, the girl shrugs and replies either that she does not recall or she believes Mórr speaks through her when she stares into the fire.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	28	3	3	6	31	1	32	28	29	31	29	30

Skills: Charm (Erika), Divination- Scrying (Lise)

Beware the Slavers

The stretch from the coaching inn to Waldbach is a long one, roughly 35 miles and most of it uphill as the land rises towards the less travelled Uplands region. There are isolated farmsteads along the way, but very little selling opportunity for the most part. The desolate road plays to the advantage of the slavers.

Should the slavers have learned of Alban's destination from one of the PCs, they depart on Pedlars' Path just before dawn. Niklaus drives off in the covered wagon while his three accomplices ride on horseback. In the event the four do not know Alban's intention, then they take up positions around the coaching inn before dawn to observe the direction of Alban's and the PCs' departure. The four men then follow at a safe distance until Niklaus finds a safe location

to hide his wagon and unhitch his horse. The slaving party then ride their horses to an ambush site well ahead of Alban and the PCs.

PCs who have taken the precaution of finding a secure place to observe any pre-dawn activity around the Prancing Doe will easily spot the activity of Niklaus and his men. In addition, PCs positioned in such a manner also see the Sigmar's Carriage coach leave towards the village of Ballenhof. In the event Niklaus' men need to find secure places to watch the inn, there is a 40% chance that the slaver's hireling will pick the same exact position one of the PCs is occupying. The PC will have four rounds to react before Niklaus' man sees him.

Knowing the area fairly well, Niklaus selects the part of the Pedlar's Path that dips a bit southward

near the Sulz Hills for his ambush. The rugged land provides some cover and allows for the four to charge their intended prey on the exposed road and the open country to the opposite side.

Niklaus' tactics are simple: fire arrows at any guards to kill or chase them from the fight and then charge into the survivors to break any resistance.

If possible, Niklaus prefers to have his men club opponents into submission. After all, a slaver trades in living merchandise, not dead. Niklaus is also not a fool and will ruthlessly put to death any captives who he deems more trouble than the amount he would fetch in the slave markets.

The PCs could possibly hold their own in such an attack and turn the tables. Such an event causes Niklaus to call off the attack and flee eastward towards his wagon. Should the PCs give as good as they get (or better) after four or five rounds of combat, Niklaus concludes that the risk of taking captives is too great and departs the scene with his men. In the event the initial missile attack causes a number of wounds, Niklaus and his men don their masks and charge into melee with the hope of scattering the PCs.

If Alban believes the PCs have a reasonable chance of defending him and his charges, Alban does what he can to defend the wagon and children. Should the PCs flee or be captured, the pedlar has little choice but to give in to the slavers' demand for the three youngsters and any PCs they choose to drag through Black Fire Pass to the Border Princes. Under no circumstances does Alban risk his life should it be clear the fight is lost.

Should the PCs capture any of the slaving party alive, Alban privately tells them that it would be best to execute the slavers on the spot. He does not believe that the Shallyans will see that justice is done to such scum, fearing that the Order might release the slavers on the false promise to repent their evil ways. Alban assures the PCs, if they are hesitant, that roadwardens would do the same. Should the PCs counter that it is up to

Alban to perform the deed, the pedlar readily admits that he does not have the nerve to see it through.

The fight should not last long enough to prevent the PCs from arriving at the Shallyan Abbey of the Healing Spring by nightfall. The long trip is rather exhausting as the road mostly rises in elevation the further the PCs travel.

How the PCs are received by the monks depends on the outcome of the fight with the Slavers. If the PCs repulsed the attackers without killing any, then Abbess Dagmar Brüning gladly welcomes the group and has her monks treat the PCs wounds and see to providing them with a meal and a place to lodge for the night. Should the PCs kill any slaver to protect the children from the fate of slavery, the Abbess shows her displeasure by only allowing her monks to bandage the PCs' wounds (no magical healing) before escorting them out of the monastery. In the event the PCs arrive wounded and without the children, Abbess Dagmar takes Alban aside for a private discussion of what occurred before rendering her decision. The Abbess may refuse the PCs entry and first aid or she could have their wounds bandaged before sending them on their way.

In the event the PCs are really in bad shape, they find succour within the village of Waldbach. Unlike the Shallyans, Ritter Herbert von Krafft-Ebing, a knight of the Sigmarite Order of the Sacred Heart, does not believe that wounded warriors – particularly those who battle such despicable creatures as slavers – should be excluded from needed care. If the Shallyans refuse aid due to their beliefs, von Krafft-Ebing arranges for the PCs to spend a night or two at the local Inn of the White Lady. Carina Bunsen, wife of the innkeeper, is a talented Herbalist (**Int** 36) who has the knowledge and skill to help the PCs heal from their wounds.

Von Krafft-Ebing arranges for this service at his expense in gratitude for fighting the slavers.

Niklaus Bethe, Slaver, ex-Soldier, ex-Bounty Hunter

The 5 foot 11 inch, medium built Niklaus has been roaming the southern Empire and parts of the Border Princes, capturing lone travellers and purchasing the unwanted to sell in the slave markets in the Border Princes. The blond haired, blue-eyed slaver is typical of his kind; callous towards those who fall into his clutches and indifferent to human suffering.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	54	52	5	4	11	52	2	31	44	35	54	45	28

Skills: Animal Care, Disarm, Dodge Blow, Drive Cart, Follow Trail, Ride- Horse, Secret Language- Battle, Shadowing, Silent Move Rural, Silent Move Urban, Speak Additional Language- Tilean, Specialist Weapon- Lasso, Specialist Weapon- Net, Street Fighting, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Dagger (S-2, I+10, Parry-20), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, Cart, Horse with saddle and harness, 4 pairs of manacles, Rope, Mask.

Fritz Cohn, Hals Gluck, and Bernd Spemann, Thugs (Footpads)

The three are the latest of the cruel men that Niklaus has recruited to do his bidding. Fritz, Hals, and Bernd are of medium height and build with brown hair and eyes. The three are merciless to those weaker than themselves and take sadistic delight in whatever pain they cause.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	41	4	4	8	41	1	32	30	30	31	30	28

Skills: Silent Move Rural, Silent Move Urban, Strike to Stun

Possessions: Club, Leather Jack (0/1AP Body), Dagger (S-2, I+10, Parry-20), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, Horse with saddle and harness, Mask

Trampled Under Foot

There is a chance that the PCs gained horses if they were victorious against the Slavers. This could make the rest of the travel to Karak Hirn easier if all can ride (some may be doubled on one horse). The quickest way to the Dwarfhold at this point would be to turn on Middle Way before moving down Old Stone Road. On the other hand, the PCs may opt to continue on Middle Way until they can reach the village of Rohrhof and then upriver along the River Söll to Eppiswald.

The Return of the Witch-Hunter

As fate would have it, Klaus Werner – witch-hunter – and his men are riding eastward on Middle Way in search of the PCs. Klaus remembers seeing – and possibly interacting with – the PCs during his brief stop in Eppiswald around Mitterfrühl [**Dark Despair**, pages 17-23].

Weeks ago, Klaus was readying to depart Nuln when news reached him of Father Feodor’s death. Though kept from the public, Klaus was

informed of the details of the death scene and provided with the names and descriptions of the perpetrators.

Klaus has a memory for faces and names, which is augmented by the records his man Rolf keeps in a journal. Klaus knew that fleeing back to Eppiswald would not be a bright move, but he believed the PCs might well do so. So, the witch-hunter and his men rode first to Pfeildorf to interview the officials at the Great Church and, following a lead they received from the cult of Mórr, paid a visit to the Verenan temple. Klaus and his men learned all they could from this inquiry and proceeded to Eppiswald, all the while asking for news of the PCs passing through.

Arriving at Eppiswald, Klaus called on the Abbot of St. Ewald to learn if the PCs had made a return visit. Learning nothing from the lead of the Abbey, Klaus set about interviewing each monk (except Brother Gustavus, who died within two weeks of the PCs' departure) as well as Captain Weill and men to learn what he could about the PCs. Klaus did not disclose his reasons for the interview, but then witch-hunters of Sigmar do not need to explain their actions to anyone other than the Witch-Hunter General.

Klaus learned that the PCs did not exhibit any special skills or abilities that could explain the manner in which Father Feodor was murdered. Still, they did act suspiciously and he learned a great deal of what occurred in the Old Forest from Brother Emile and Captain Weill (all based on what the PCs divulged to the two).

Having completed this part of the task, Klaus sent out to find the PCs. Since no news of them reached his ears, Klaus deduced that the PCs may have fled in a direction that many seeking the reward did not consider. The witch-hunter believed that the PCs might be making their way to Black Fire Pass in an attempt to flee the jurisdiction of the Church of Sigmar. Knowing that no such limitation exists, Klaus and his men took the east road from nearby Rohrhof with the

intent to ride across the interior of Sudenland to the Upper Reik.

A Werewolf in Sudenland

Having returned to the village of his birth after healing from the attack of an unknown she-werewolf near the River Söll, Wolmar grew restless once again. He did not want to stay in the Aitrang where his brother Wolfgang was the alpha male. So, Wolmar set off in a southerly direction where he knows there are small hamlets of Wolfen in the canyons hidden in the vastness of the Black Mountains.

Wolmar is travelling cross-country, staying away from the roads and any trouble. Along the way, Wolmar catches the PCs' scent. In the event the PCs did not help him when they were journeying to Pfeildorf [**Dark Despair**, pages 30-31], Wolmar avoids coming near them. He alters his route so as to avoid coming close to them. Should the PCs have aided the trapper on that day on the River Söll, Wolmar stops to watch them from the safety of a nearby rise, unsure if he should approach them or wait until they pass. Wolmar then catches the scent of the witch-hunter and his men. Using his skills of *Concealment Rural* and *Silent Move Rural*, Wolmar slowly and quietly makes his way towards the PCs.

Confrontation

Somewhere between the villages of Navis and Torrach, any PC with *Excellent Vision* spots and recognises the three horsemen approaching them before the witch-hunter and his men identify the PCs. If no PC has that skill, then the PC with the highest **I** characteristic must make a roll to determine whether he ascertains who the mounted threesome are before Klaus Werner can do the same with respect to the PCs.

Should the PCs spot the witch-hunter first, they have 1D6 rounds to do something. The GM may want to run this in real time so as to pressure the PCs to make a decision on their

course of action. The PCs could casually leave the road as if to cross the wilderness and put some distance between them and the witch-hunter. Running off the road to find a place of concealment would certainly look suspicious to the three riders even if they have not recognised the PCs. To a witch-hunter, any suspicious activity is seen as an indication of guilt for one thing or another.

Once Klaus Werner and his men recognise the PCs, they quicken their pace to confront the PCs. The witch-hunter means to arrest the whole lot and bring them back to Pfeildorf, in chains if he must. Klaus also plans to do his own interrogation along the way since he still harbours doubts about the PCs' capabilities.

Should any of the PCs resist the Sigmarites using sorcery, Klaus becomes convinced that they have the ability to slay anyone using foul magicks. At this point, Werner's mission is clear: he must take the PCs captive at all costs.

The PCs have several options, all of which have risks.

If on horseback, the PCs can make a run for it. Both Klaus and Dieter are armoured, so their mounts are likely to move slower and tire before those of the lightly-armoured PCs. If any of the PCs are riding double, then their mount will become fatigued and slow down before the Sigmarites. Should it become obvious that they have no chance to catch the fleeing PCs, Klaus and his men dismount before firing at the PCs' horses (**M8, WS33, S3, T3, W5, I 30**) with crossbows. In the event the PCs also have missile weapons, they can likewise shoot at the mounts of the Sigmarites in order to slow the threesome to the point the PCs can make good their escape into the wilderness.

Another choice could be an attempt by the PCs' to negotiate a truce. The PCs could produce their warrant they received from the late Aldebrand Mössbauer as proof they are recognised as agents working for the cult of

Verena by the Church of Sigmar. This turn of events gives Klaus pause and he allows the PCs to state their case as he weighs whether to place them in chains or simply escort them back to Pfeildorf.

The PCs may use the opportunity to lay out what they know and have learned. They may hold back some of the information, but the PCs need to be careful. The three men are quite skilled at picking out the inconsistencies of the PCs' tale and the Sigmarites also have the advantage of their interviews with the monks of St. Ewald to check the veracity of the PCs' testimony. Unless the PCs mentioned the Order of the Sacred Hammer or the hoped-for return of the Eighth Theogonist to the St. Ewald monks, their presentation of this information to Klaus will be the first time the witch-hunter has heard of such things.

While Klaus listens to whatever the PCs say without passing obvious judgment, he will instantly consider them criminals should the PCs mention the Ordo Scriptoris and show the ring they were given by Brother Gustavus. Once the PCs are secured, Klaus tells Rolf to note that a return visit to St. Ewald's will be necessary once the PCs have been returned to face charges in Pfeildorf.

If the PCs are able to refrain from mentioning the Ordo Scriptoris, then they have a miniscule chance to escape with some sort of altercation. The PCs would have to be very convincing and once they have presented their case must successfully pass a test on half of the highest **Fel** attribute (to reflect the difficulty of dealing with a Sigmarite witch-hunter) and whatever modifiers – positive or negative – the GM wishes to apply.

In essence, the PCs have to convince Klaus without any hard evidence (except perhaps Herr Lessing's journal entries, if they still have these) that there is a secret cult within the Church of Sigmar responsible for the deaths of Father Humfried and Father Feodor, as well as anyone

who might have uncovered them (Aldebrand Mössbauer and the PCs, who barely escaped Pfeildorf). The PCs still do not have any idea as to what the objectives of this covert group are other than awaiting for the long-anticipated arrival of the Eighth Theonist.

The more likely direction of this encounter – other than surrender in the hope of escaping later – is a fight in order for the PCs to escape captivity. Unless the PCs are much luckier than their opponents, there is a good probability that the PCs will be beaten and forced to surrender. Should the battle be close, Wolmar may join the PCs in the hope he can tip the battle in favour of the PCs. Obviously, the PCs can only win the battle by either slaying or rendering their opponents unconscious. The witch-hunter will not surrender to these priest-killers, though his retinue will if Klaus is slain.

Captive

Should it be very clear the PCs are over-matched, Wolmar does not intercede. Remembering the assistance the PCs gave him weeks ago, the trapper plans on following in the hope an opportunity to help the PCs presents itself. Moreover, Wolmar is motivated by his dislike of Sigmarites.



If the PCs are defeated, Klaus has them stripped of weapons and armour, their hands bound and each tied to their companions by a tether around the neck. In this manner, the PCs are marched by Klaus in the front and his two men bringing up the rear back on the road from where the Sigmarites had come and towards the River Söll. The PCs' gear is bundled together and placed on any captured mounts (or distributed on the other three horses if the PCs do not have mounts).

If some of the PCs are captured while others have escaped, it is assumed that the PCs at liberty will attempt to free their friends. They are soon joined by Wolmar who offers his help.

The trapper knows the countryside well enough that he could guide the PCs to wherever the Sigmarites settle for the night.

The first night the Sigmarites are likely to return with their captives to nearby Torrach. Klaus commandeers the village hall for the night to make sure that he and his men can keep watch over their captives. Should the PCs have been injured fighting the Sigmarites, Rolf will tend to their wounds and heal them, if possible. The three men know that the journey to Pfeildorf will go smoother if the PCs are healthy enough to keep up.

Dieter also uses this opportunity to go through the PCs' possessions searching for incriminating evidence. None of the Sigmarites recognise the silver signet ring depicting an anvil and quill as the seal of the proscribed Ordo Scriptoris. What draws the interest of Dieter and Klaus is the warrant that PCs possess (assuming they still have it) granting them license to act as agents of the Verenan cult. The PCs are then separated with one after the other questioned regarding the manner in which they came to possess this warrant. Klaus hopes that the PCs will reveal incriminating evidence for trial.

On the second night, the Sigmarites set camp on the road. With captives on foot and moving quite slowly, there is no chance that the Sigmarites can reach Leogang, not that the people there are friendly towards outsiders.

Goblin Attack

To make matters even more chaotic, the march of the Sigmarites and their captives has not gone unnoticed. Three Goblin outriders from the Clawed Hands tribe have noticed the slow moving group from a rise south of the road. PCs with the *Excellent Vision* skill see the wolfriders in the distance (well outside bow shot) should they look in that direction. One of the riders returns back to the main body of the nomadic tribe while the other two continue to shadow the group on the road.

PCs spotting the wolfriders may warn Klaus or his men of the Goblins. None of the three react with concern as each believe the Goblins are a cowardly bunch and pose no threat.

Having trailed the Sigmarites and the PCs to their campsite, Wolmar quietly surveys the situation. He plans to creep up and untie one or more of the captive PCs sometime after midnight when the Sigmarites are less likely to be alert. With his enhanced senses, Wolmar knows the Goblins are launching their night attack before the Sigmarites do.

Typical of the nomadic Goblin tribes of Sudenland, the Clawed Hands are in the process of moving their camp when an outrider returns to notify the Chief Obaden of three armed Humans leading a number of unarmed captives. Though the number of warriors he leads has been diminished by an incident in the haunted forest of Eppiswald, Obaden can still lead fifteen wolfriders in a raid to drive off the armed humans from their captives.

The Goblins quietly creep up on the camp knowing that Humans are not able to see in the dark. Their plan is to ride through the Human campsite causing confusion and forcing the armed men to abandon their captives. The Goblins are not above attacking the unarmed PCs figuring that the armed men are likely to leave the dead.

The man on watch – Dieter – shouts an alarm to awaken Klaus and Rolf. The two men quickly grab weapons and fight the raiders. Klaus has no intention of abandoning a fight against the Goblins. Knowing that the Goblins were preparing to attack, Wolmar uses the sounding of the alarm as a distraction to try to free the PCs. So long as the PCs do not call attention to

themselves, they are freed by Wolmar and can escape.

The GM could play this several ways. He could allow the PCs to escape into the night without their weapons and armour, prompting the Sigmarites to hunt them to Karak Hirn. This assumes, of course, that the fleeing and unarmed PCs can avoid the Goblins coming for them. If the PCs are hard-pressed, Wolmar shape-shifts into his werewolf form to frighten the Goblins and their wolves.

Another option is to have the freed PCs grab their weapons and fight alongside the hard-pressed Sigmarites, thereby earning Klaus' and his men's respect. Should Wolmar not be a part of the PCs' rescue (see above), then the Goblin attack provides a basis for the PCs to earn their freedom, however conditional. They could either plead for the Sigmarites to free them so they can fight or use their wits to take down a goblin as it passes them in the camp and use its captured weapon to free themselves. In the latter case, the Sigmarites are too busy fighting to notice what is happening to the PCs.

In the event that the PCs have proven their mettle (even if they fight poorly, the fact is that they stood with the Sigmarites), Klaus is willing to give them a rehearing once they have repelled the Goblins. He might even overlook the Ordo Scriptoris connection so long as the PCs can convince the Sigmarites that their immediate plans would further illuminate the secret cult. Klaus then releases the PCs on the condition they send word of their effort to him at the Temple of Meissen within the next two months.

Should the PCs ask, Klaus has never heard of Karelia Meitner.

Klaus Werner, Witch-hunter (ex-Pit Fighter, ex-Judicial Champion)

At 6 ft 4 in, the black-haired Klaus Werner cuts an imposing figure. He is a tenacious hunter and has, on several occasions, uncovered covens of Chaos worshippers. Unfortunately, Klaus has burned a few prominent people with influence on the scantest of evidence, which has caused no small embarrassment to his superiors. In his recent forays, Klaus has altered his methodology so as to better learn about his quarry's abilities before plunging into the hunt. This shift in approach is still a work in progress.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	73	62	4	5	13	62	3	53	54	45	46	78	41

Skills: Disarm, Dodge Blow, Luck, Marksmanship, Public Speaking, Read/Write (Reikspiel), Ride- Horse, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon- Crossbow Pistol, Specialist Weapon- Fencing, Specialist Weapon- Fist Weapon, Specialist Weapon- Flail, Specialist Weapon- Lasso, Specialist Weapon- Net, Specialist Weapon- Parrying, Specialist Weapon- Throwing Knife, Specialist Weapon- Two-Handed, Strike Mighty Blow, Strike to Injure

Equipment: Sword, Full Plate Armour (2AP body/arms/legs), Tunic with device of a hammer over a twin-tailed comet, Black Cloak, Crossbow Pistol (R 16/32/50, ES 1, 1 round to load, 1 round to fire), 3 Throwing Knives ((R 4/8/20, ES of caster), 10 yards of rope.



Dieter Harden, Mercenary Sergeant (ex-Mercenary)

Dieter has ridden with Klaus for the past 10 years, serving as both an aide-de-camp as well as additional muscle when dealing with fanatical Chaos cultists. Unlike the dour witch-hunter, the 6 foot tall Dieter clearly enjoys his work and the intimidation that comes from assisting Klaus.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	56	53	4	5	11	53	2	41	42	43	44	43	41

Skills: Acute Hearing, Disarm, Dodge Blow, Consume Alcohol, Gamble, Ride- Horse, Secret Language- Battle, Street Fighter, Strike Mighty Blow, Strike to Stun

Equipment Sword, Axe, Mail Coif (1AP head), Mail Shirt (1AP body), Crossbow (R 32/64/300, ES 4, 1 round to load, 1 to fire) and ammunition, Dark Grey Cloak, and Purse (21 GCs, 14 shillings, 16 pennies)

Rolf Uhland, Torturer (ex-Watchman, ex-Jailer)

Rolf joined Klaus and Dieter four years ago when the witch-hunter decided that he needed a more experienced hand at interrogation. It was not that Dieter did not have the nerve for the job as much as his brutal technique was sometimes fatal to those who would not loosen their tongue. The 5 foot 10 inch, slightly over-weight Rolf brought a certain professionalism to the job. He and Dieter get along quite well to the point that the gallows humour of the two sometimes results in a reprimand from Klaus.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	41	5	4	11	42	2	45	42	42	46	55	30

Skills: Heal Wounds, Immunity to Disease, Immunity to Poison (Manbane, Snake Venom, Spider Venom), Palm Object, Read/Write (Reikspiel), Silent Move Urban, Specialist Weapon-Flail, Strike Mighty Blow, Strike to Stun, Torture

Equipment: Spear, Leather Jerkin (0/1AP arms/body), Bow (R 24/48/250, ES 3, 1 round to load and fire), Fur hat and buckskins, Rope- 10 yards, and 3 animal traps. Sword, 8 Knives, 1 Whip, 4 Irons, Crossbow (R 32/64/300, ES 4, 1 round to load, 1 to fire), and ammunition, Dark Grey Cloak, Writing Kit, and Purse (3 GCs, 32 shillings, 12

Wolmar Fried, Trapper

Wolmar is an irritable-looking trapper in his late 30s, though most people mistake him for a man at least ten years older. He is 6 feet tall and medium build, with brownish-grey hair and hazel eyes. Given his profession, there is a rather pungent, musky odour surrounding Wolmar.

Human Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	43	4	4	9	42	1	34	31	33	35	36	31

Werewolf Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	44	0	4	4	9	42	1	-	-	33	35	36	-

Skills: Concealment Rural, Orientation, Row, Secret Language- Ranger, Secret Signs-Woodsman's, Set Trap, Silent Move Rural, Spot Trap

Equipment Spear, Leather Jerkin (0/1AP arms/body), Bow (R 24/48/250, ES 3, 1 round to load and fire), Fur hat and buckskins, Rope- 10 yards, and 3 animal traps.

Time in a Bottle

Should the PCs be released by Klaus, they might decide to continue on the Middle Way to Rohrhof and then up the River Söll through Eppiswald to Karak Hirn. Teams of bounty hunters – as well as any others desirous of the

reward for the PCs – are roaming both banks of the river in the hope that they will be the ones to collect. In Eppiswald, Captain Weill and his men are hoping the PCs return so they too have a chance at the bounty.

At this stage, the PCs have a better chance of reaching their destination by travelling on the roughly 100 mile long Old Stone Road, which traverses the Uplands region of Sudenland. The trek to the River Söll on this route takes just about three and a half days on foot or three by horse. The Uplands region is one of the few remote places in Sudenland.

Entering a Different World

The Uplands region of Sudenland is a different world than much of the rest of the province. It is a region that few outsiders visit or pass through. Not even pedlars travel the Old Stone Road since there is little profit to be made and the folk between the towns of Torrach and Affing are wary of outsiders and unconcerned about the wider world. Almost all people in the Uplands are followers of the Old Faith, worshipping both the Earth Mother and other spirits of the land, sky, and water.

Surrounded by a number of hills and forests, the Uplands is a large valley with the lowest portion covered by the deep waters of Long Water. The presence of the large lakes moderates the temperatures so that the extremes of both summer and winter felt elsewhere in the Sudenland are rarely experienced in the Uplands. Typically, much of the valley is covered in mists from the various lakes during the late night and early morning hours. These mists usually burn off several hours after sunrise only to reform again hours after nightfall.

Worshippers of the Old Faith from other parts of the Empire find a welcoming calm and serenity emanating from the valley once they begin a slow descent from Torrach. Individuals with the *Magical Awareness* skill can detect an ambient, yet faint, energy radiate from the surrounding land after a moment of concentration. In contrast, those with the *Sixth Sense* skill feel unease as if they were being observed by unseen eyes from all directions.

The Welcoming Darkness

Large storm clouds move into the area sometime after the PCs have passed through the village of

Ranalt. As they near the River Süssen on the eastern bank of Long Water, the PCs can hear the sound of thunder heading their way and feel raindrops falling from the sky. PCs with experience living in the wilderness realise that the storm will cause the river to rise, thereby preventing them from crossing it if they do not proceed. Moreover, PCs looking for shelter see a small wood on some low hills near the south bank of the river east of the road.

The storm is not going to allow the PCs time to debate whether they make for the most immediate shelter or continue on their way. The rain starts pouring on the PCs in a cloud burst that will last hours. The strand of trees lies 200 yards upriver on the Süssen. The woods cover the hilltops and hide the dell in-between until the PCs enter the area. The PCs can see the opening of a cave at the end of the small valley. A small stream runs out from the centre of the opening towards the river.

The cave extends into the darkness well outside torch light. While the mouth is large enough to provide shelter for horses, the cave narrows as it continues deeper under the hill. Should the PCs investigate the cave mouth for signs of habitation, such as a bear or pack of wolves, they find no traces of animal life. If there are any horses with the PCs, these animals will be visibly uneasy when led into the cave. Unlike the PCs, the horses can smell the reek of death within.

The End of a Witch-Hunter

The PCs can explore the deeper cave by following the stream. As they do so, PCs with the *Sixth Sense* skill feel that something deeper in the cave is watching them. Should the PCs stop to listen, all they hear is the sound of the small stream, their own nervous breathing, and the heavy rainfall behind them. The way before them seems to be eerily quiet.

About fifteen yards from its entrance, the cave narrows to a roughly eight feet tall, six feet wide

passage with several small offshoots to each side. Within the first such small chamber, the PCs find a skeleton wearing what remains of a rusty mail shirt with a silver amulet in the shape of a raven, and a sheathed sword.

A closer inspection of the corpse finds seven silver coins with the profile likeness of a woman wearing a crown on one side and the Imperial eagle on the other. The coin is also stamped with the name of Brüner, the moneyer chartered to mint coins in late 20th century Nuln, as well as the location of the mint. A PC with the *Numismatics* skill recognises the coins as being of a kind not in current use. If such a character also has the *History* skill, he identifies the coins as being minted during the reign of Empress Magritta (1979 to 2003 I.C.). Should the character also have the *Evaluate* skill, he estimates that each coin could be worth approximately 1-2 GCs to a wealthy collector. Moreover, the silver content alone for each coin would equal roughly 2-3 shillings.

The PCs can also find a silver ring on the skeleton's left ring finger with an amethyst cut in a tear shape. Should a PC with *Magical Sense* handle the ring, he would know that it has magical properties. The ring is actually a Ring of Bravery (+20 **CI** when making a *Fear* test, +10 for a *Terror* test).

Should the PCs unsheathe the sword from its decaying scabbard, they find that the keen-edged blade looks as if it had been recently forged. A PC with the *Magical Sense* skill touching the sword can determine that it is indeed magical. The pommel is covered in black leather and there is a symbol of an open doorway etched on the blade near the hilt. PCs with the *Theology* skill recognise all the possessions as typically those belonging to a servant of Mórr. PCs without the skill may test against their **Int** characteristic to reach this conclusion.

The sword is the long-lost *Sword of St. Oswic*, a holy weapon belonging to the Cult of Mórr. Its power grants its wielder +10 to **WS** against

normal foes, +20 against Undead, and adds +1 to any damage roll. When the sword is brought within 20 yards of an Undead creature (such as the nearby wraith), the etched portal radiates a dim purple light.

The dead man is the Mórrian witch-hunter, Siegfried von Winneburg, who made his way to this region chasing down rumours of the restless dead in the waning days of the Wizard's War in 1991 I.C. The witch-hunter found little co-operation from the people in the Uplands and decided to spend the night in this cave before continuing on his way.

Von Winneburg was attacked that night by the wraith, Joran van der Sloat, a renegade priest of Sigmar and member of the Order of the Sacred Hammer who died a few years before with his tasks unfulfilled. Severely weakened from the ordeal, von Winneburg believed he slew the wraith before he reclined in this small chamber to rest. Not yet defeated, the wraith reached through the stone walls and ended von Winneburg's life.

The Lurker Within

The wraith remains within the cave. He knows that the PCs have entered, but is wary of their number and unknown abilities, particularly if they have recovered the *Sword of St. Oswic*. The wraith waits for his chance once the PCs have settled down.

Should the PCs continue their search of the cave, they find another side chamber close to the Mórrian's final resting place. A careful search (or a successful **Observe** test, +10 for *Excellent Vision*) reveals old bits of tattered clothing and a silver medallion in the shape of an ascending twin-tailed comet (the opposite of its normal descending orientation) with a hammer etched upon it. A closer inspection reveals flecks of red paint on the hammer.

If the PCs succeeded in capturing an agent of Hess Tower when they were in Pfeildorf, they

would recognise that the medallion is of the same pattern as these men's tattoo on the upper right shoulder. From this, the PCs could conclude (allow an **Int** test if the PCs need the help) that the symbol represents the secret Order of the Sacred Hammer. In the event the PCs did not pick up this clue in Pfeildorf, then the ascending twin-tailed comet reminds them of the device on the breastplate of the pumpkin-headed creature in the old forest near Eppiswald.

At this point, PCs with the *Sixth Sense* skill are certain that someone is watching them. The affected PCs must pass a **CI**+30 test to keep their rising feeling of dread in check. If the PC

fails by 30 or less, then he is unable to contain his unease and suffers a -10 modifier to his **CI** and **WP** for the rest of the night. A failure of over 30 means the PC picks up one **Insanity Point** in addition to suffering the negative modifiers.

A PC with *Magical Awareness* concentrating in the direction of the darkness of the deeper tunnels can sense a malevolent presence. [**GM Note:** Though not necessarily wielders of sorcery, the touch of dark magic that allows the Ethereal Undead to exist in their bounded area also causes a faint radiation of this power to surround the creature.]

Joran van der Sloat, Wraith

Joran van der Sloat was once a ranking priest of the Temple of Sigmar at the now ruined village of Dergenhof near the town of Eppiswald. A Wastelander by birth, van der Sloat was a member of the Order of the Sacred Hammer and instrumental in bringing the other members of the Temple into that belief. The effort was discovered by the witch-hunter, Gottfried von Mauchen, who considered this corruption as indicative of foul sorcery. In the height of the period of time called the "Wizard's War," van der Sloat fled to the Uplands region of Sudenland as his temple was torn down by von Mauchen.

Van der Sloat found the people of the Uplands unwilling to help him. The people there had suffered from Sigmarite activity in the region and forced van der Sloat to seek refuge in a cave near the River Süssen. Though dying from fever, van der Sloat refused to surrender to Mórr's embrace. The former priest strongly desired to redeem himself to the Eighth Theonist

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
4	17	-	3	4	11	30	2	-	18	18	18	18	-

Physique: Wraiths have no material form and only appear as dark, misty humanoid shapes with burning red eyes. They dress in shrouds. In dim light and at long distance, Wraiths look like men.

Psychological Traits: Wraiths are subject to *Instability* outside the place they haunt (graveyards, ruins, tombs), but are otherwise immune to psychological effects. Wraiths cause *Fear* in living creatures.

Special Rules: Wraiths are immune to damage by normal weapons. Should a Wraith successfully hit an opponent, the victim loses 1 point of **Strength**. Victims reduced to 0 **Strength** are slain. **Strength** loss may be regained at the rate of one point per day of complete rest. This attack counts as magical and can wound creatures usually immune to normal weapons, though not other ethereal creatures, Undead, Demons, and other non-living creatures. Wraiths can move through solid objects such as walls without penalty

The wraith is able to see the PCs through the dark and senses that they are becoming increasingly nervous and may be leaning towards taking their chances in the storm. Hunger drives the Undead and the wraith makes its move while the PCs ponder their course of action. Moving quickly through the cave walls, the wraith positions itself near the cave entrance, cutting off the PCs' retreat. Should the PCs not suspect his presence, what remains of van der Sloot still moves into position, but with more caution.

Knowing that priests, wizards, and individuals with magical weapons can harm it, the wraith chooses what it perceives to be the weakest member as prey and concentrates its attacks on that character. The wraith uses its ability to move through solid objects to limit its exposure to attack, going back and forth to further confuse the PCs.

Should the PCs gather in the middle of the cave entrance to avoid standing too close to the walls, the wraith simply reaches them through the floor beneath their feet [**GM Note:** PCs should have a -10 modifier to any physical counterattack as only a portion of the wraith is exposed at this time]. GMs are encouraged to play this attack for all the horror they can. Though wraiths are not intelligent per se, they are crafty when it comes to satisfying their hunger for the life-force of living creatures (as expressed by the **S** characteristic).

The wraith continues its attack if it is being successful. Should the battle be clearly against it, the wraith flees deeper into the cave where the narrower passageway restricts who can attack it. If a number of PCs give chase, the wraith may use its abilities to continue attacking the weak while avoiding those that can truly harm it.

The storm lasts several hours. If the PCs flee from the wraith, they can spend a miserable time underneath the nearby trees.

Confrontation in Hornfurt

After their experience with the Sigmarite with-hunter and/or the wraith, the PCs are probably going to make their way directly along Old Stone Road to Hornfurt and the road to Karak Hirn. The lack of traffic on Old Stone Road may cause the PCs some concern, but no travellers also means there are no bandits to prey upon them.

By the time the PCs leave the Uplands region, they may believe that they have escaped any pursuit by the secret Order of the Sacred Hammer.

Men of Hess Tower

The late Father Feodor of Pfeildorf passed along some of the findings the cult of Verena had uncovered as they searched for the missing Professor Lessing. One such bit of information noted Lessing's visit to Karak Hirn, though the nature of that trip was not known.

If they were not killed by the PCs in Pfeildorf, Durben and Schummer have made their way to Hornfurt. The two are familiar with the PCs, having shadowed them in the Sudenland capital. This time, the two fanatics have orders to kill the PCs, even if to do so results in their own death. This does not mean the men from Hess Tower will mindlessly attack in circumstances that guarantee failure. They plan to launch their assault in a time and place of their choosing.

Durben and Schummer have been in the area long enough to have found a number of potential ambush sites in the area. The one with the most appeal would be Ichen Brook, about 11 miles south of Hornfurt. There is a nearby defensible position where a determined archer or two can pick off an exposed group fording the brook. The two would-be assassins plan to depart Hornfurt for the area where the road south crosses Ichen Brook after the PCs arrive in the village.

Once their task is completed, Durben and Schummer return to Hess Tower to report that the PCs have been dispatched.

In the event that either Durben or Schummer were killed in Pfeildorf, the survivor has been joined by another man, Hartwig Reider, to carry out this attack. Should both men have been killed in an earlier confrontation, then Hartwig Reider has been joined by Johann Keitel. Both these new men have short cropped hair and are of average height and build.

Arrival in Hornfurt

Once the PCs have past the Pürn Hills and the surrounding rolling countryside, they find the Old Stone Road gradually descends into the Hornberg river valley. A tollbooth has been set up about three-quarters of a mile outside Hornfurt at a point where the road becomes a causeway over a bog. Should the PCs wish to avoid paying 2 shillings each to continue on the road (an additional 4 shillings for a horse), they could backtrack about 800 yards and travel on the rough terrain surrounding the two-mile wide bog, a journey which takes another hour to circumvent. The PCs could also offer to pay their toll in the form of foodstuffs (livestock or provisions).

The man running the tollhouse, Goeppert Fechner, lives in an adjacent house with his family. Goeppert is a curious man and will ask the PCs their names, their business, and from where they have travelled. He does so in a matter-of-fact manner and will not take umbrage if the PCs refuse to answer (after all, the few others who travel the road rarely answer his questions). He has not heard any news of the death of a Sigmarite priest in Pfeildorf nor about those wanted in connection with that fell crime.

Once past the tollhouse, the PCs easily enter the village, passing a low stone wall and observation tower on the eastside. The road cuts into the village between the quays and the

keep on the north and the rest of the village on the south. The PCs can see the Inn of the Gallant Knight straight ahead where Old Stone Road ends on the Bedernau-Hornfurt Road.

The common room of the Gallant Knight is a busy place given the status of Hornfurt as the last river port on the road to Karak Hirn. Many of the villagers who work as stevedores during the trading season (Mitterfrühl to Mittherbst) spend hours after their shift ends drinking and gambling, as do the traders and merchants passing through.

Durben and Schummer take turns sitting in the common room waiting to see if the PCs arrive. When not in the common room, one of the two is either resting or walking around the village taking up observation positions for up to an hour along one of the three roads leading into Hornfurt. The patrol is conducted in a random manner, which means there is a 15% chance that the PCs are spotted by either Durben or Schummer as they enter the village.

Should the PCs enter the Gallant Knight when it is busy, there is an 85% chance that one of the two men from Hess Tower is seated within (as opposed to engaging in personal business). A PC with *Sixth Sense* automatically feels that he is being watched upon entering the common room and can easily locate the Sigmarite fanatic. The man does nothing threatening and ignores any provocation.

The PCs also need to be careful on how they conduct themselves. There is always one or two of Baron Heidegger's men-at-arms in the common room. The men are identified by their orange-red tunics with the device of a black falcon on their chest. The Baron's retinue has the authority to arrest anyone disturbing the peace (though they are willing to let brawlers wear themselves out first). Offenders are tossed into the small lock-up along the river where they remain until the Baron decides to sit in judgment.

Shortly after the PCs' arrival has been noted, Durben and Schummer depart on the road towards the mountains to set their ambush. The PCs may decide it is more prudent to follow the two men and try to waylay them outside Hornfurt. Confident of their abilities and with no knowledge of any changes in their opponent, Durben and Schummer welcome the confrontation.

Change of Plans

After earlier encounters with bounty hunters in Hörbranz and the witch-hunter, Klaus Werner, the PCs might be wary of stopping at the villages along the Hornberg River Valley. They can easily skirt the villages or quickly pass through them.

Should the PCs make their way across or around Hornberg without being detected (15% chance) by either Durben or Schummer, then they have successfully avoided an encounter with the two fanatics. Durben and Schummer only remain in Hornfurt until the end of Sigmarzeit, at which time they depart the area to return to Hess Tower where they report that the PCs have either met their fate elsewhere or have given in to their cowardice and fled.

Ambush at Ichen Brook

Leaving the PCs behind at Hornfurt, Durben and Schummer make their way to the ambush site near Ichen Brook. The two men carefully cover their tracks once they step off the metalled (layered with stone and covered with gravel) Hornfurt-Karak Hirn Road. The Hess fanatics take turns on watch waiting for the PCs to cross Ichen Brook.

The PCs may be wary of ambush. As they cross the twelve foot wide brook, PCs with *Sixth Sense* feel they are being watched. Durben and Schummer launch their surprise attack with missile fire before the PCs have any chance to

warn their fellows. The fanatics concentrate their fire on any who have the look of a wizard (wearing robes or clothes of an academic while bearing a staff) or any who act as the leader of the motley group. Should the PCs be on horseback, one of the two assailants fire on the lead horse in the hope of pinning its rider beneath it. Riders are pinned if they fail to pass an **I** test (+10 for *Acrobatics*, +10 for *Trick Riding*) and successfully leap clear of their slain mount. The basic plan is to remove the more capable of the PCs so that would-be assassins need only face the weaker PCs in close combat.

The position of Durben and Schummer among cover is such that it takes the PCs about four rounds to close on their attackers once they decide to charge into the missile fire or three rounds if on horseback due to difficult ground near Durben's and Schummer's positions. There is no cover at the crossing for the PCs though they can find some soft cover in the form of bushes (-10 to attacker's **BS**) within ten feet of their crossing.

Crafty PCs can make their way towards the position of the ambushers by running from cover to cover, though they run the risk of exposure in doing so. The PCs should consider that moving targets are harder to hit (-10 to attacker's **BS**) than stationary targets or those charging headlong into danger. It is possible to fire missiles back at Durben and Schummer, but the two men are partially behind hard cover (-20 modifier to archer's **BS**).

Durben and Schummer give no quarter in this fight and expect none in return. Should the two fall in battle, their failure to return to Hess Tower to report by the latter part of Sommerzeit will be taken as a sign that the PCs are continuing their investigation into the Order of the Sacred Hammer and could upset the effort to bring about the return of the Eighth Theogonist.

Reinwald Durben and Carl Schummer, Spies of Hess Tower (Bounty Hunters)

Both men are in their mid-20s with close-cropped brown hair, stern expressions, and ice-cold blue eyes. Reinwald is the shorter of the two, being of stocky build and 5 foot 9 inches in height. Carl is more angular and taller at 6 foot 1 inch. Both men have a tattoo on the upper right shoulder (normally covered by their tunic) with a design of a hammer superimposed on a twin-tail comet ascending (the opposite of its normal descending orientation).

The two men are quite fanatical in their loyalty to the Master of Hess Tower and Order of the Sacred Hammer. They are working towards becoming members of the Shadow Hunters, the clandestine arm of the Order whose task is to eliminate opposition when required by the Servants of the Eighth Theognist. The current mission is to score their first kills.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	32	3	4	7	33	1	32	35	38	34	36	34

Skills: Follow Trail, Shadowing, Silent Move Rural, Silent Move Urban, Strike Mighty Blow, Theology Move Urban, Specialist Weapon- Flail, Strike Mighty Blow, Strike to Stun, Torture

Equipment: Sword, Mail Shirt (1AP body), Dagger (I+10, S-2, Parry-20), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, 10 yards of rope, and purse (2 GCs, 28 shillings, 10 pennies).

In the Shadow of the Mountains

With its tall stockade, Kroppenleben gives the appearance of being the last outpost of civilisation before one enters the frontier of the Black Mountains. Anyone entering the village must provide their name and business to the scribe at the gate, who in turn records the information into a large ledger. Visitors are advised that weapons can be worn or carried openly in the village, but these are not to be used under any circumstance unless in defence of the village. They are further told that violation of the law could lead to punishment ranging from confiscation of the weapons to hanging.

The warm months of late spring to early fall are a busy time for Kroppenleben. The routes through the mountains are generally free from snow during this time of the year, making travel less treacherous. A fair number of unemployed men-at-arms also make their way to Kroppenleben where they hope to find employment as guards for the traders headed for Karak Hirn or the Border Princes. In addition, a

number of Dwarfs from the Black Mountains and nearby settlements arrive, seeking employment as scouts for merchants and other interested parties.

Due to the influx of outsiders, the enforcement of law is very strict in Kroppenleben. Brawling is tolerated but the combatants are expected to pay handsomely for any damages incurred during their fight. Duels, theft and assault with a weapon rank high on the list of capital crimes alongside murder and rape. Any accused of these crimes are either placed in the small lock-up near the inn –sometimes together so one can off the other, thereby saving the authorities in Kroppenleben the trouble – or chained within the stables until a quick trial can be arranged by Freiherr Eduard Schwarzenberg, the Baron’s man. Those found guilty of a capital crime are immediately taken to a large oak east of the village and hanged.

The villagers of Kroppenleben strongly support the tough law enforcement approach of Freiherr

Scwarzenberg to the point that they openly assist in the policing of the village. Many watch from the safety of their homes. Some of the younger men prefer to walk their own patrol as a sort of home guard, though they are not so cocksure as to get into a fight with anyone beyond their ability. Should they spot a crime in progress or spy anyone acting suspiciously, these vigilantes quickly locate the Baron's men-at-arms to handle with situation.

The Hart and the Fox

The Hart and the Fox is a relatively large inn located in the centre of Kroppenleben run by Viktor Schnitzer and his family. The nearby stables are large with a number of sheds where merchants can store their wagons and merchandise. These stables and sheds are the property of the absentee Baron von Kalb, who collects a tidy sum from their rental.

The common room is spacious and loud with a myriad of conversations taking place. Many of these are business transactions, boasts of accomplishments, or the telling of news from foreign parts. There are many booths along the walls which allow patrons to make deals with some level of privacy. Some passing entertainers – musicians, raconteurs, or singers – stay for a few days to earn some money busking before the customers. PCs with talents in this area have an opportunity to make some money or collect rotten vegetables.

Job Offer

Ewald Salm is transporting woollen clothing for trade to the Dwarfs of Karak Hirn in the hopes of working a deal for finished metal goods. The problem for Ewald is that he is currently low on cash due to a recent bad turn at cards. Ewald can only pay less than half the prevailing wage for escorts (about 8s a day per person), but he does have enough iron rations to feed up to six guards for the journey.

The size of Ewald's purse has limited his ability to attract skilled men-at-arms to escort him to Karak Hirn. By the time the PCs enter the Hart and the Fox, Ewald has momentarily turned away Berthold Röhm, a man who other merchants have declined to hire. Ewald is eager to be on his way and quickly assesses the PCs' capabilities based on their appearance. PCs with the *Sixth Sense* skill feel Ewald's eyes on them.

Ewald calls over one of the barmaids (one of Schnitzer's girls) to buy a round of ale for the PCs. He asks Anna (a skinny lass with strawberry-blonde hair and 15 years of age) to pass along a message to the PCs that he wants to discuss an employment opportunity with them.

The PCs may chose to ignore Ewald and pass up a chance of gainful employment while they travel to Karak Hirn. Ewald is not so easily rebuffed and he approaches the PCs after a moment or two waiting for them to come to him. Either way, Ewald takes the time to inquire after the PCs, wanting to know how they are, from where they hail, and what brings them to Kroppenleben. Ewald wants to get as much information as he can before making his offer.

Ewald asks the PCs to reconsider his offer should they initially decline. He makes the offer only three times, accepting their refusal after his third attempt. Should the PCs accept, Ewald advises them that he plans to depart at sunrise. He also states that he will pay for their lodging in the common room for the night.

Should the PCs refuse his offer, Ewald casts about for other prospects and eventually finds other capable help. If the PCs agree to the offer but number fewer than six, Ewald mentions that he intends to hire enough men to bring the number of escorts up to six. The PCs may offer to help Ewald interview any other prospects, making the case that it is important that any addition be someone with whom they can work as a team.

Using this or any other credible argument, the PC must pass a **Fel**+10 test (+10 for *Charm*, +10 for *Etiquette*, +10 for *Wit*) to convince Ewald to allow them to partake in the hiring process or allow them their own interview with the prospective guard to size him up. A failure of 30 or less on the test means that Ewald understands the PCs' concerns, but insists that he is a fine judge of character and the employer. Should the PC fail by more than 30, Ewald stops their pitch in its tracks and makes it very clear that he has been hiring guards to escort him in the mountains for some time.

Even if Ewald refuses the PCs' help in hiring the additional guard, there is nothing that prevents them from striking up a conversation of their own with the new hire.

The first man Ewald approaches is the aforementioned Berthold. PCs watching this interview see Berthold leaning back, confident (perhaps a bit too smug?) that he has secured employment. If the PCs succeed in convincing Ewald to allow them to partake in the interview, the merchant signals them to join the conversation. Berthold startles at this development, allowing his composure to momentarily drop. Berthold recovers, but looks less confident.

How Berthold conducts himself when talking to the PCs depends on whether they are involved before or after the hiring process. In the former circumstance, Berthold is courteous, but ill at ease. He tells the PCs and Ewald that he is capable with a sword and bow. Berthold also mentions that he has worked as an escort in the mountains on several occasions and knows the route well. If asked about bandits, Berthold briefly hesitates before answering that he has never come across them. The PCs should come away from the interview unsure about Berthold and perhaps a little suspicious.

Should the PCs talk with Berthold after he is hired, they find him haughty. Without subtlety, Berthold attempts to gain the measure of the

PCs, asking them of their background and then offering taunting remarks about what he learns. Berthold is willing to instigate a brawl if it gives him insight into the PCs' capabilities.

The PCs could also goad Berthold into a fight if it serves to show Ewald that the man is unlikely to cooperate with the PCs in defence of Ewald, his property and his wares.

There are two other men as possible replacements or additional hires should the PCs convince Ewald – by foul means or fair -- that Berthold is not a good choice. Hans Bothe entered the Hart and the Fox just before the PCs arrive and joined a card game at a corner table. By the time Berthold is discussing a job with Ewald, Hans finds himself a bit short of funds to continue at the game, much less pay for his lodging. Hans does not know Berthold.

Walter Bruckner is another man looking for employment having just ended his terms of service with the merchant Fritz Leiber, who is heading north towards Hornfurt with metalware and some Tilean goods such as red wine. Walter is not concerned that the pay Ewald offers is less than one generally gets to escort merchants, he just likes the work.

In the event Berthold is not hired or (worse) fired, he takes one last look at the PCs as if to sear their faces into his memory. The PCs see the glare he gives them. Should they approach Berthold to question his actions, he sneers at them, mutters “just watch your backs”, and then storms away in a black mood. The mercenary departs on the road south before dawn and ahead of Ewald and the PCs.

The Tip-Off

At the end of the first day of travel, Ewald and his escort arrive at the Inn of the Mountain Panther, the last stop before entering the Black Mountains. Ewald informs his guards not to overly indulge themselves with drink as he again plans to depart at dawn. He tells them that if the

weather holds, they should arrive in Karak Hirn in five days. Ewald explains that the mountainous journey is quite arduous and they will be lucky to average fifteen miles each day.

Berthold has a rendezvous with another man at the inn, whether he is travelling with Ewald or not. Gerd Hebbel is a fellow member of “Red” Knut Lebenstein’s bandit gang and is awaiting word from Berthold about their next victim. When Berthold arrives at the inn, he walks up to the bar, orders a pint of ale, and then turn towards the rest of the common room as if to take in everyone there. Gerd sits in a corner away from the fireplace. He briefly locks eyes with Berthold and slightly nods towards him. Berthold takes a sip of his ale, thus acknowledging to Gerd that he has located a prospective victim.

Any PC in the common room at the time Berthold enters catches sight of the man. Their timing is such that they have a chance to catch this quick exchange. Should the PCs have Berthold under observation and scan the common room as he does, the PC must pass an **Observe** test (+10 for *Excellent Vision*) to catch Gerd’s slight nod. Otherwise, there is only a 15% chance (+10 for *Luck*) of the PCs randomly catching Gerd’s act.

Once the acknowledgement is made, Gerd pays his tab and departs for the nearby brothel.

If the PCs make their **Observe** test, Berthold notices the PCs watching the exchange. Not pleased with being spied upon, Berthold approaches the PCs and brusquely warns them to mind their own business. Without another word, Berthold turns from the PCs and returns to the bar for another pint.

Rendezvous at the Brothel

Inga Berg is one of Madame Theda’s girls and Gerd’s woman. Gerd has previously arranged for Inga to be free so he can meet with Berthold under the guise of wanton behaviour. Berthold

follows Gerd to the brothel after waiting about ten minutes, asking for Inga when he arrives.

Once he is in the room with Gerd and Inga, Berthold quietly lays out the intended victim (Ewald) and what he knows about the capabilities of the pedlar’s escort. To cover this conversation in case Madame Theda or someone else is eavesdropping, Inga carries on as if she is having a good time. After about fifteen minutes, Berthold leaves Gerd and Inga to themselves as he pays Madame Theda so he can spend time with another of the girls.

Gerd only stays an hour with Inga. He knows that he only has a short time to meet up with Red Knut and the rest of the bandit gang before darkness descends. Even Gerd recognises the danger of travelling the mountains alone in the darkness.

To gain any information at this stage, the PCs need to be at either the right place at the right time (i.e. within the brothel when Berthold arrives) or they have to get lucky to have an opportunity with Inga after Gerd departs for the bandits’ lair.

Uncovering the Plot

Though Madame Theda is not terribly keen on knowing what Gerd does for a living, the other women working in the brothel are well aware that he is a bandit in the nearby mountains. In fact, Inga makes it a point to bring this up from time to time to show that she has a future once Gerd has made enough to give up his life of crime (Gerd has done nothing to allay this small lie).

If a PC is in the brothel awaiting a room when Gerd arrives, he can see Madame Theda making a quick change to free up Inga for her man. The woman – Brigit – who comes to lead the PC to her room makes a disapproving face at this activity. Should the PC inquire, Brigit replies that “it’s just not right that the other girls have to make accommodations whenever Gerd shows up

to be with Inga. It's not like the bandit really likes her. He just uses her to cover his meeting with one of his own so they can arrange an ambush of another victim." Brigit knows little else other than the other man is due to arrive within ten minutes.

The PC may decide – albeit with some difficulty – to put off his pleasure in order to observe the arrival of Gerd's contact. Brigit is willing to help the PC achieve his goal for additional compensation, nothing less than one GC as she can easily see how important this identification is to the PC. There is no way for the PC to position himself near Inga's door to overhear the conversation without arousing suspicion. Should the PC attempt to confront Berthold in the brothel, the mercenary and his associate instantly attack in order to clear an escape route.

If the needy PC arrives at the brothel after Gerd has departed, the PC has a 17% chance of being paired with Inga. By this time, Inga has a self-satisfied smile that comes from knowing something that no one else knows (other than the bandits). Unless the PC knows Inga has knowledge they want, he must successfully pass an **Int** test to recognise that Inga looks happier – or pleased with herself – than the others working at the brothel.

Since Inga isn't terribly bright (**Int** 27), the PC can easily coax her into bragging about her man and the role she plays in helping him out, if she is offered at least 10 shillings. Inga is unable to recall the name or description of the intended victim as she is not astute enough to have carefully listened, but she does know that Gerd and the other guy ("a real creep" to her way of thinking) are both members of Red's outlaw gang. Inga only knows Red by this nickname since red is her favourite colour.

The PC could also try to physically intimidate Inga to get answers, but he runs the risk of her screaming for help. Benito and Pietro Mangini are employed by Madame Theda to handle ruffians who mistreat or harm her girls. In

addition to being protective of Madame Theda and her employees, the two Tileans are borderline sadists.

Once the PCs have uncovered a possible connection between Berthold and the bandits, they may decide to find an excuse to lure him aside for questioning. Naturally, Berthold will be suspicious of any friendly approach, so any PC attempting this kind of effort adds a -10 modifier to their **Fel** test. PCs could simply wait until Berthold falls asleep and abduct him.

Though he puts up a strong front, it will not take much effort from the PCs to break him. Attempts at intimidation can be resolved by testing against a PC's **Ld** characteristic (+10 if PC has experience as a Mercenary Sergeant). Application of pain, such as breaking the skin of Berthold's throat with the tip of a sword or breaking his fingers, is another way to get Berthold to talk. Once broken, Berthold reveals the plan to rob Ewald.

Once he talks, Berthold pleads for his life and promises not to tell anyone what transpired. If the PCs should foolishly release Berthold, the mercenary will attempt to slyly make his way to "Red" Knut to warn him that the PCs are more capable than he initially believed and the ambush may turn out ill for the outlaws. The GM should decide whether Knut calls off the ambush or simply kills Berthold for his new-found cowardice.

Bandits in the Mountains

Depending on how much they have learned about Knut Lassalle and his gang or how suspicious they are of Berthold Röhlm, the PCs may or may not be ready for a bandit ambush that is sprung early in the afternoon after they have departed the Inn of the Mountain Panther. This all assumes that Berthold was not previously killed by the PCs after an interrogation or subsequently killed by Knut for becoming a coward

If the PCs have turned down Ewald's offer of employment and are travelling on their own, Ewald leaves about an hour before they do. Otherwise, Ewald and his escort leave at dawn the morning after his arrival at the Inn. Since the first day's travel is mostly uphill and slow, Ewald plans to have a twenty minute break for every two hours of travel. Weather in the mountains is tricky with occasional rain falling in the late afternoon. Lightning strikes at this time of year are not uncommon.

The site for the ambush is one used many times by Red Knut and his men. The bandits set up above a series of switchbacks where the road pulls away from the east bank of the River Hornberg. Their plan differs on a minor detail in the event Berthold is travelling with Ewald. If not, then Berthold left before Ewald and the PCs to join with Red Knut.

The bandits wait until Ewald is in the middle of five switchbacks, making it nearly impossible for him to escape with his merchandise and whatever money he's carrying for himself and to pay his escort. From the high ground, the bandits fire arrows at the pedlar and his guards in the hope of forcing them to flee for their lives. Soon after the ambush is launched, Berthold quickly determines if he is close enough to kill one of the PCs without being seen by the others. If not, Berthold runs to a safe location, while giving the impression that he is fleeing for his life.

The first order of business for the PCs is to try to find some cover. Hiding behind the wagon provides hard cover (-20 to ambushers' **BS** score) while pressing against the slope of the mountainside only provides soft cover (-10 modifier to hit). PCs can easily find large boulders (hard cover) to hide behind, but they have to run across open ground to reach them (-10 modifier to **BS** to hit a moving target). The bandits do not intend to fire at the horse since they need the beast of burden alive to pull the cart.

Depending upon the strength of the PCs' resistance, the bandits may race down the slope to engage the PCs in close combat or withdraw from the fight. Once engaged in hand-to-hand, the bandits try to kill the PCs (no reason to have witnesses) or withdraw to lessen the chance of losses (in case the PCs prove to be too strong a foe). Withdrawing bandits are susceptible to missile fire as they make their way from cover to cover until they are out of sight.

If the PCs are having a really tough time in the fight, help in the form of a Dwarf scouting party appears upslope from the fight. The Dwarf party is one of many that patrol the realm of Karak Hirn and its borderlands to maintain order, particularly when it comes to trade. This particular group, led by the eye-patch wearing (over his left eye) Moshen Dagansson, has recently been hunting "Red" Knut and his band. The Dwarfs give a shout with their quarry now in sight and begin to race down the hill to put an end to the bandits.

Recognising that the battle has decisively swung against them, the bandits (including Berthold) try to break from the fight against the PCs. If in hand-to-hand combat, the fleeing bandits allow the PCs a free hack to take them down. Should the bandits have been shooting arrows when the Dwarfs appear, they turn towards their new foe and expose themselves to attack by the PCs. Seeing this opportunity, the PCs should take advantage and press their own attack.

Once the fight is over, the Dwarfs will invite the PCs to break bread with them. Injured PCs will be treated by Moshen so they can continue in their travels with Ewald. The PCs may request that the Dwarfs join them to the border, but Moshen declines. He and the other scouts must clear the remnants (dead bodies, broken weaponry, etc.) from the battlefield. If asked, Moshen comments that the dead will bring scavengers to the roadside unless cleared. The dead are piled downhill from the road and set aflame.

In the event the PCs are travelling on their own, they see Ewald and his guard being ambushed. In addition, the PCs see Berthold attacking one of the other escorts. It is up to the PCs as to whether they intercede on Ewald's behalf. The pedlar will be very grateful for their aid, though he will be hard pressed to reward the PCs.

Should the PCs do nothing, Ewald and his escort are slaughtered. Before he meets his fate, the doomed Ewald spots the PCs nearby and pleads for their help. In the event the PCs still do nothing, Ewald curses them with his dying breath. The bandits then strip the dead of valuables before driving the cart to their lair a mile further into the mountains.

Ewald Salm, Pedlar

Ewald is a bespectacled man in his late thirties about medium height with a pudgy build and thinning mousey brown hair. He is currently an employee of the cloth merchant, Luitpold Zimmermann of Geschburg. Ewald is an experienced traveller to Karak Hirn, a man in good standing with the Dwarfs there. Ewald is an honest and good-humoured man who is a decent judge of people. He will do his utmost to faithfully serve his employer.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	38	4	4	8	41	1	31	29	32	31	29	43

Skills: Animal Care, Blather, Drive Cart, Evaluate, Haggle, Herb Lore, Secret Signs- Pedlar, Specialist Weapon- Fist

Possessions: Sword, Armband (with device of Sudenland Pedlar's Guild), Wagon and Horse, Lantern, Mattress and blankets, Tinderbox, Pots and Pans, Rope, Small knives, Coloured Ribbon, Pins, other merchandise.

Berthold Röhm, Outlaw, ex-Mercenary

The 6 foot 1 inch, medium-built Berthold is a member of Red Knut's outlaw gang with a scar from an old war wound that runs on the right side of his face from chin to cheek. His main tasks are to identify a poorly protected target and (if possible) gain employment from the merchant. His role then becomes one of either inducing the other guards to flee when the bandits attack or attacking the defenders from behind. It is understood that at no time will the scarred-face Berthold risk being exposed as a member of the bandit gang.

In terms of personality, the 30ish, black-haired Berthold is humourless and keeps a degree of distance from other guards. He comes across as cocky, unfriendly and indifferent to others.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	42	4	3	9	44	2	31	42	34	45	32	32

Skills: Concealment Rural, Disarm, Dodge Blow, Ride- Horse, Scale Sheer Surface, Secret Language- Battle, Secret Language- Thieves', Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun

Possessions: Sword, Mail Shirt (1AP body), Shield (1AP all over), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition.

Hans Bothe and Walter Bruckner, Mercenaries, ex-Militiamen

Both Hans and Walter are men of average height (roughly 5 ft 8 in to 5 ft 10 in) and medium build. They have spent time as mercenaries after leaving the villages of their birth, finding employment in those bands selling their services to various nobles.

Independent of one another, Hans and Walter left their bands once the nobles were exhausted with their private wars and returned to the land of their birth to seek employment. The two men are among the number that offer their services as escorts for travelling merchants.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	41	4	3	8	42	2	31	41	32	42	33	29

Skills: Disarm, Dodge Blow, Drive Cart, Secret Language- Battle, Strike Mighty Blow, Strike to Stun

Possessions: Sword, Mail Shirt (1AP body), Shield (1AP all over), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, Purse (Hans: 2 shillings, 8 pennies; Walter: 5 GCs, 24 shillings, 12 pennies)



Benito and Pietro Mangini, Bodyguards, ex-Pit Fighters

The two brothers are quite large at 6 foot 3 inches in height with a muscular build. They are both bald with large moustaches. The Brothers Mangini ran into difficulties in their native Miragliano, having been accused of assault and murder. They fled Tilea, eventually found their way to the Inn and, after a night of brawling, were hired by Madame Theda to help protect her and her employees. The grateful Brothers Mangini are very loyal to Madame and also serve to maintain repairs to the brothel (particularly those they cause when dealing with unruly customers)..

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	54	31	5	5	9	43	1	41	31	32	45	36	29

Skills: Disarm, Dodge Blow, Specialist-Weapon- Fist, Specialist Weapon- Flail, Specialist Weapon- Parrying, Specialist Weapon- Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure

Possessions: Sword, Leather Jack (0/1AP body/arms), Knuckle-dusters (WS-10, S-1), Purse (3 GCs, 24 shillings, 12 pennies)

10 Dwarf Scouts (including **Moshen Dagansson**) , ex-Hunters, ex-Mountaineers

Given the dangers in the mountains, particularly from the large number of bipedal predators, Dwarf kingdoms employ a number of patrols to keep the roads clear of trouble as well as destroy any hazard that could affect trade. Moshen Dagansson leads one such group charged with keeping the area of the crossroads clear of bandits, trolls, and other perils.

Dwarf scouts seldom travel on the roads, preferring to travel along the mountainsides or tops of ridges. Travelling in such a manner allows the Dwarfs to attack from high ground as well as enhance their ability to survey a wider area.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	63	44	4	5	13	42	2	34	65	46	64	64	21

Skills: : Animal Care, Concealment Rural, Follow Trail, Game Hunting, Heal Wounds [Moshen only], Immunity to Poisons (Scorpion, Snake, and Spider venoms), Mining, Orientation, Scale Sheer Surface, Secret Language- Ranger, Secret Signs- Scout, Secret Signs- Woodsman's, Set Traps, Silent Move Rural, Ski, Smithing, Specialist Weapon- Arquebus

Possessions: Axes, Mail Shirt (1AP body), Shield (1AP all over), Arquebus and ammunition (R 30/60/300, S3, 3 rounds to load and fire), 6 iron spikes, 2 coils of rope (10 yards each), Grappling Hook, 3 animal traps, Small Cask of Ale, Small Pack with provisions

“Red” Knut Lebenstein, Outlaw Chief, ex-Outlaw

“Red” Knut gets his nickname from his fiery temperament and ruddy complexion. The bandit leader is in his late 30s, has a wiry build and stands 5 ft 10 inches in height. He has plagued merchants in the area around Icy Wind Pass just outside the borders of the Dwarf kingdom of Karak Hirn for the last four years. Knut is very careful in selecting those he robs to lessen the risk to him and his gang. Knut is also smart enough to know that spacing his attacks is important to his survival. Should he elect to shut down all mercantile traffic on the road, Knut’s livelihood would be short lived as Dwarf and Human authorities would certainly run him and his men down.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	55	4	6	11	56	3	42	60	44	43	46	39

Skills: Concealment Rural, Disarm, Dodge Blow, Drive Cart, Follow Trail, Identify Plants, Ride-Horse, Scale Sheer Surface, Secret Language- Battle, Secret Language- Thief, Secret Signs- Woodsman’s, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun

Possessions: Sword, Mail Shirt (1AP body), Shield (1AP all over), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition

Arnold Forster, Gerd Hebbel, Pieter Kossel, and Ralf Loewi, Outlaws

Members of “Red” Knut’s band who found, as outlaws, the success that had eluded them in the towns and villages from whence they came. All are in their 20s, fairly dull, and of average height and build.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	3	3	8	40	2	29	29	29	39	29	29

Skills: Concealment Rural, Disarm, Dodge Blow, Drive Cart, Ride- Horse, Scale Sheer Surface, Secret Language- Battle, Secret Language- Thief, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun

Possessions: Sword, Leather Jerkin (0/1AP body), Shield (1AP all over), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition

Trekking in the Mountains

Once the PCs are free of the stretch of road where Red Knut operates, they are nearing the border of the Dwarf kingdom.

Entering the Dwarf Realm

The PCs near an unnamed tributary of the River Hornberg an hour after encountering the bandits. The stoutly-built fortress of Kazad Ruvalkbar stands high on the mountainside guarding the border of the Dwarf kingdom. A stone wall descends from the stronghold to a tower on the road across the ford. Arrow slits on the wall indicate a passage within the stone shell that connects the two structures to one another.

As the PCs cross the ford, two armed Dwarfs step out from the tower, one pointing a crossbow at the lead character while the other signals for them to come to a halt. If the PCs are concerned, Ewald mentions that it is required that all visitors to the Dwarf kingdom of Karak Hirn register at the strongholds guarding the roads into the realm. He instructs the PCs to keep their weapons sheathed, arrows in the quiver, and to follow his lead as he dismounts from his wagon to greet the Dwarfs. Ewald introduces himself and his escort to the Dwarfs before entering the tower.

A Dwarf within sits at a table with a book opened before him. He asks the visitors their names, respective place of origin, and business. The Dwarf inscribes the information onto the thin copper sheets, using a mix of runic and Reikspiel script as he does so. He then takes out quill, ink and a piece of paper upon which he writes Ewald’s and the PCs’ names, their places of origin and their business along with some notes in the Dwarfen script (basically general description, distinguished features, and any first impressions). The runescribe then hands the writ of passage to Ewald and advises him that he is expected to present the writ upon request to any Dwarf patrol on the roads as well as submit to any search the captain of the unit deems necessary.

Once the PCs have received the writ, they are free to continue on their way.

At the Crossroads

After an hour, the PCs come upon a crossroads marked with a gibbet from which hangs a corpse. Large ravens sit on top of the post warning intruders to stay away from their meal. A sign hangs from the cadaver’s neck upon which the message “The price of banditry” is inscribed. Try as they might, the PCs will be unable to make out any facial features as a result of the ravens’ efforts.

A large stone with a flat face serves as a signpost, providing direction for the PCs and Ewald. Carved into the stone are the words “Icy Wind Pass” with an arrow pointing to the right and “Hidden Vale Pass” indicating left. Another inscription indicates that the Empire lies in the direction from whence the PCs have come. Hidden Vale Pass continues upslope from the intersection while Icy Wind Pass gently slopes downhill.

Icy Wind Pass is a narrow, hard-packed path that snakes its way between the peaks. Parts of the road near the fords of rivers and streams are metalled to ensure passage in inclement weather.

As the PCs begin their descent towards the River Hornberg, they easily note that the position of the summer sun has dropped behind one of the mountains. Night comes early to the mountains and the PCs will need to find shelter. Ewald remarks that the Dwarfs have built small shelters along the roadway every ten miles or so, which enables travellers to rest for the night or wait out a heavy thunderstorm. He tells the PCs that there is one just around the first bend beyond the crossroads.

Gimme Shelter

The PCs can find the Dwarf construct readily enough. Made of stones, the shelter is only walled on three sides with the side facing the road open to the elements. A large wooden beam crosses the opening with pegs upon which travellers can hang blankets, tarps, or whatever covering they possess. The shelter has enough room for twenty Dwarfs (the average size of patrolling units of scouts and warriors) to fit comfortably. Arrow slits on the sides and back makes the shelter a defensible position for security-minded characters. At times, these structures become the temporary lair of bears or mountain cats.

Early on their way next morning, the PCs come across the River Hornberg. Except for the time of the spring thaw when it runs high, the river is

easily forded. Once across, the PCs find the road ascending. There is a series of switchbacks to gain elevation, but no surprise ambushes.

The PCs spot the Dwarf town of Khazid Nauk, just off the Icy Wind Pass, by late morning. It is the only settlement the PCs will encounter on their way to Karak Hirn as many of the villages and mining settlements are located some distance off the road and out of sight of passerby.

Dwarf Town of Khazid Nauk

Khazid Nauk has a population of 167, not counting the goats. It is a walled town built on high ground overlooking the pass with a single gate and nearby watchtower. A small path leads from the road upon which the PCs are travelling to the gate. PCs can see the terraces used for farming and may be surprised to see Humans working these fields. Other Humans are tending goats on the portion of the mountainside not given over to farming.

Dwarf guards at the gate require the presentation of a writ of passage and may elect to search suspicious-looking folk before allowing visitors admission. The guards do not necessarily know how to read, but they do know the look of an official writ. If there is any point of contention, the guards will summon the headman, Penda Godericsson, to resolve any difficulty. Penda is a Dawikoni, a Human whose distant ancestors sought the protection of Dwarfkings and settled within the Dwarfen lands.

The town has several large stables near the gate where horses and carts are stored while their owners visit or conduct business in town. The Drunken Giant Inn is conveniently located across from the gate in the town’s centre. It has a very large and remarkably clean common room, especially when compared to similar establishments in the Empire. Innkeeper Gwolan Marquensson and his clan work hard to keep the atmosphere pleasant. Rude and discourteous guests are forcibly ejected if they do not depart when asked.

The inn only has two private rooms available. Most guests stay for a very short time, so spending the night in the common room among the other guests is fairly typical. The ale and food served at the inn are locally brewed and grown.

Ewald insists on stopping at Khazid Nauk for a short time since it will be the last time until Karak Hirn that the group will be able to eat freshly cooked food and drink fine ale (even the weak beer is tasty). If the PCs are concerned about the time delaying their journey, Ewald assures them it would be unwise not to learn of the road conditions ahead of them. He adds that the inn is a good place to gather such information.

Hals Lynen is a pedlar with an out-going personality who moves goods from one Dwarf settlement to another. He has a copper writ of passage carrying the Dwarfking's mark as well as an escort of Dwarf guards to ensure the safety of his cargo. Hals is currently transporting tools and provisions with the intent of trading these to the settlements along Mountain Road.

Having dealt with the man beforehand, Ewald approaches Hals and greets him in friendship. The two exchange news before talking about the road to Karak Hirn. Hals informs Ewald that the way ahead is clear, but cautions him that there are rumours of a troll on the loose somewhere up the road. Hals reasons that there also might be a few of the crazed Slayers running around hunting the beast, so Ewald should be wary of them as well.

Upon hearing this, the PCs might be concerned enough to talk to Hals' guards to learn how to fight such creatures should the PCs have the ill-luck of coming across one. They are referred to Gannek, the grizzled old Dwarf who leads Hals' escort. Gannek's advice is simple: avoid encountering trolls. If fight is unavoidable, then the PCs will need fire to keep the troll from healing itself and need to be very careful about the troll's acidic bile. Gannek tells the PCs that

deep wounds to a troll's abdomen can result in a strong acid spraying those in close combat. In addition, trolls have been known to vomit the same stomach acids. He then wishes the PCs good hunting.

Inevitable Encounter

The trip from Khazid Nauk to Karak Hirn is pretty dull. The Icy Wind Pass does unfortunately live up to its name. Except for a few downhill runs, the trail continues its gradual upward climb. In the late afternoon, a cold wind blows down the length of the Vale of Hornberg, whipping past those who travel along the exposed part of the trading route. At times, the wind also signals the arrival of the rainclouds, built up over the course of the day from the heat and condensation of moisture from the lowlands. The rain is accompanied by booming thunder and flashes of lightning, lasting until the early evening hours.

Having made this journey many times before, Ewald knows what to expect and warns the PCs of the need to find shelter just before the rain falls. If the PCs did not previously appreciate the Dwarfs' foresight in creating shelters along the roadside every ten miles, they certainly do so throughout this journey.

Dwarf patrols are seldom seen on the trading routes, including Icy Wind Pass. The Dwarf scouts prefer to maintain their vigil from the ridges and mountainsides above the road. This routine provides the patrol with a better vantage point to observe longer stretches of road not permitted to those walking on the road, as well as the high ground in case military action is needed.

One night as the group finds cover to avoid the approaching storm, a foraging troll catches the scent of the horse and characters above its position. The troll crouches down among the rocks where it has been digging out large rodents to eat in order to avoid detection. The horse stops and gives a quick whinnying and snort as it

catches a bare whiff of the troll. PCs with *Animal Care* or *Ride* skill as well as Ewald recognise the horse's reaction to a potential predator while those without that skill need to successfully pass an **Observe** test to notice the reaction and an **Int** test to understand it.

The PCs might find the Dwarf shelter ahead less than ideal for defence given the potential danger. Should the PCs conduct a quick search of the area, they find a cave entrance large enough for the wagon and horse about ten yards off the road and up a gentle slope. Unfortunately, this entrance also leads to the troll's lair deep within the cave. Rain begins to fall, pushing the PCs to decide on the Dwarf shelter or cave for the night.

No matter what the PCs decide, the troll waits until nightfall. The creature knows that the dark is the best time to hunt such dangerous prey as Humans and Dwarfs, preferably when the fire of their camp burns down. The troll waits patiently, remaining still in the rain for several hours after sunset. Once the creature begins to move, it does so very slowly and as silently as it can. The troll is stalking its prey until it gets close enough to pounce.

If the PCs have settled within the cave, they can do a bit of exploring before the troll begins its hunt. The cave entrance is roughly fifteen feet high, thirty feet wide, and twenty feet deep. A large passage, roughly twelve feet high and eight wide, goes back deep into the mountain and continues for over 100 feet until it opens into a small chamber. The cavern has roughly the same dimensions as the opening with several shorter and narrower tunnels leading from its far end.

The troll came upon this cave a fortnight before the PCs' arrival and made it its lair. Less than a week ago, the troll returned to its lair after a night's hunt to find another group making camp in its dwelling. The party was unaware and unprepared for the troll with disastrous consequences.

Should the PCs venture to the troll's lair in the deep cavern, they find some of the possessions

that unfortunate party left behind. These are smallish items – such as coins, amulets, whetstones – that somehow escaped the trolls notice as it ate the prey it could reach, along with all the possessions they carried (armour, weapons, knapsacks, etc.). A couple of would-be meals escaped into one of the smaller tunnels where the troll could not reach. These poor souls died within the passage.

In the event the PCs have time (or the inclination) to explore before or after the battle with the troll, they can recover the following items from the deeper cavern:

- An amulet in the shape of a hammer (symbolising Sigmar)
- A gold ring with two sapphires (worth 15 GCs)
- A total of 10 GCs in assorted shillings and pennies from the mints in Pfeildorf, Wissenburg, and Nuln.
- A silver ring inlaid with amethyst (worth 10 GCs)

If the PCs enter the centre passage heading deeper into the mountain, they find two corpses just around the first bend. The two dead men had hoped to slip past the troll, but the foul creature remained in the vicinity hoping to catch and eat the two. One man is dressed in the garb of a scholar or lawyer with a sling bag around his shoulders. The second man is clearly a man-at-arms, but his sword is corroded as is his mail shirt.

Rifling through the dead bodies and equipment, the PCs can find an ivory tube in the sling bag within which is a scroll written in what might be an unfamiliar language. The scroll is magical, written in the Arcane Language-Magical and contains two first level Battle spells: *Steal Mind* and *Wind Blast*. The only thing of value the PCs will find on the warrior is a silver ring in the shape of a dragon with small inlaid emeralds for eyes (value 12 GCs).

Troll

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	9	5	4	18	10	3	14	14	14	24	24	6

Physique: Trolls are large, over ten feet tall. Their twisted bodies are very strong with heavy bones. Their skin colour is a greenish-brown.

Psychological Traits: Trolls are *subject to stupidity*, with a failed test meaning the troll has stopped whatever it is doing to eat. Trolls must pass a **Cl** test or begin to eat whenever they kill or injure an opponent and there is no other foe within reach. If attacked or disturbed while eating, the troll's number of attacks temporarily doubles until it is able to resume eating. Trolls cause *Fear* in living creatures under ten feet high.

Special Rules: Trolls can *regenerate* one **W** point for every minute (game turn) up to its full maximum. Damage caused by fire or acid cannot be regenerated. A troll reduced to five or less **W** cannot attack or move until it regenerates enough to reach **6W**. If a critical hit results in the piercing of a troll's abdomen, corrosive stomach acid sprays over an area of 3 yards in a semi-circle in front of the troll. The acid causes **D3 S10** hits on all within the area. Armour provides no protection and the acid automatically ruins any non-magical armour and weapons.

Lanek, and Randel, Troll Slayers

The two Dwarfs are typical, crazed Troll Slayers with spiked hair dyed orange, thickly-muscled arms and unarmoured tattooed bodies pierced with metallic studs. They are fierce fighters who are usually drunk or drugged between battles in order to maintain a weak grip on their sanity

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	53	32	5	5	11	33	2	31	52	31	74	55	18

Skills: Disarm, Dodge Blow, Specialist Weapon- Two-Handed, Street Fighting, Strike Mighty Blow

Possessions: Two-Handed Axe (**S+2, I-10**)

PCs can make a reasonable determination of the cause of death if they have experience as a priest of Mórr, physician, or torturer. The man with the sling bag has some discolouration in the area of a slight depression on the left side of the torso indicating broken ribs from a massive object (likely the troll's fist). The jaw of the fighter is also discoloured and somewhat askew, a sign of it being dislocated, possibly broken. Though the wounds were not fatal, the PCs

could easily conclude that the men were no longer in fighting shape and likely died of starvation waiting in vain for the troll to depart long enough for the two to escape.

The GM should time the troll's attack so it takes place when the PCs are distracted by either the need to stay dry or while they are searching for treasure.

Unexpected Help

Typical of Troll Slayers, the normally drug-addled and surly Lanek and Randel are on the move having heard of a troll sighting in the vicinity of Icy Wind Pass. The two clanless Dwarfs are travelling together for convenience only. A rivalry has developed as the two vie with one another to see who will find an honourable death first. The two had a recent run-in with a warband of Orcs, but that proved to be of little challenge. The healing scars on their torso and arms suggest otherwise, of course.

Should the PCs have a difficult time battling the troll, the Troll Slayers appear unannounced and provide the PCs with much needed relief. In fact, the Troll Slayers will physically throw any engaged PC out of the way in order to get to the troll. PCs so manhandled need to pass two successive **I** test. The first (with a +10 modifier for *Dodge Blow*) is to evade the free attack from the troll since the PC is essentially fleeing from battle and the second test is to avoid taking 1 **W** (irrespective of **T** or amour) from being tossed into some nearby rocks by an overly enthusiastic Troll Slayer.

From this point, the fight has become the Slayers'. The two Dwarfs will not take kindly to any interference or assistance from the PCs. In fact, the Troll Slayers first respond to any such attempt by the PCs with threats. If need be, the Slayers might attack the PCs once the troll has been killed should they conclude that the PCs' actions denied the Slayers the honourable death they sought.

In the event the PCs kill the troll on their own, Lanek and Randel arrive shortly after. The two Slayers respond with seemingly uncontrolled rage towards the PCs for cheating them of their opportunity. The PCs should be very concerned that the deranged Dwarfs might actually attack them for killing the troll. After five minutes of verbal abuse, the furious Dwarfs stomp off into the darkness, ignoring the insignificant PCs.

Act Three- Behold the Hornberg

Wherein the PCs enter the Merchant Halls of Karak Hirn in the hope of learning about the dire secret of the Order of the Sacred Hammer and the apocalyptic return of the Eighth Theogonist.

Quarter Mile Bridge

Less than 10 miles from the milestone-marked intersection where Blackwood Pass meets Icy Wind Pass, Ewald and the PCs arrive at two large pillars marking the end of the road. The PCs should reach this point of their long journey around 29 Sigmarzeit (give or take a few days). A cold, buffeting wind sends shivers up the PCs' spines. This part of the road is exposed to the elements. The Quarter Mile Bridge with its twelve foot high walls lies before the PCs. The bridge crosses the deep gorge (600 feet) in a single span and is wide enough for two wagons to pass one another.

The bridge's high walls provide some relief from the wind. As the Ewald and the PCs cross, they easily see that the walls have arrow slits running along its length. It doesn't take much for the PCs to know that there are passages within the two walls. The PCs approach an opened pair of twenty-foot high bronze and iron doors. There are four Dwarf sentries at the door, the leader of whom asks them for their name, birthplace, occupation, father's name and station, names and deeds of any distinguished ancestor, and their business before they are admitted into Karak Hirn's Merchant Halls.

Although Ewald has previously conducted business in Karak Hirn, Ewald shows the writ of passage he received when first entering the Dwarf kingdom and submits to a brisk and courteous search of his person and goods. He informs the PCs that they should cooperate with the search as it is a requirement to gain entry. The cold, whistling wind behind the PCs should prompt them to undergo the search.

Should the PCs be carrying missile or two-handed weapons, the Dwarf guards suggest that they first find lodging within the Hall so they store such equipment. They advise the PCs that laws within the Hall prohibit the carrying and use of such weapons except when arriving or departing.

Once admitted, Ewald takes his wagon to the stable area within Karak Hirn. He then decides if the PCs have met the terms of employment – which they probably have -- and then pays the PCs the balance of what he owes them. If the PCs ask Ewald about the Black Crevasse Tavern [**Karak Hirn: Heart of the Hornberg**, page 34], Ewald provides directions. He suggests that the PCs might find cheaper lodgings at Grunna's Boarding House [**Karak Hirn: Heart of the Hornberg**, page 34], should they be planning on a long stay.

Old Acquaintance

The size of the Merchant Halls [**Karak Hirn: Heart of the Hornberg**, page 30] should impress the PCs unless they are jaded big city folk from Nuln or Altdorf. The main hall is 80 feet wide and 600 feet in length. Large pillars hold the vaulted ceiling aloft, some 40 feet above the floor. The granite pillars are decorated with scenes depicting life in the mountains (terraced farming, mines, hunting, etc.) and include both Dwarf and Human characters.

Shafts are cut into the rocky ceiling and high on the walls near the entrance, allowing the light from the outside to illuminate the interior. Quartz mirrors on the ceiling help brighten and extend the light as far as possible. The Merchant Hall also has street lights to provide light at night time. A large crystal of clear quartz with a permanent Rune of Light provides the illumination and is activated by a word from a constabulary patrol.

The Merchant Hall is a very active location with people from various lands among the throng. The main language in the Hall is Reikspiel, but

one can also hear Tilean, Breton, as well as the various local dialects from the Border Princes.

An Unexpected Surprise

Karelia Meitner was not certain when the PCs would arrive. She had staked her investigation upon their arrival and, after nearly two weeks waiting, despaired that they would make it to Karak Hirn. The arbitrator decided to wait another two weeks, upon which time her monies and provisions would nearly run its course.

Karelia paid coin to the Branmuffin clan to keep an eye out for a motley group of individuals fitting the PCs' descriptions and leave word for her (if she could not be found) at Grunna's Boarding House when they appeared. For her part, Karelia spend time learning about the local population in the hopes of gaining knowledge as to which of the residents had influence and who was merely passing time in the mountains.

On the day the PCs arrive, Karelia is deep in discussion with Elassir in his bookshop. The two were discussing the finer points of theology – both Human and Elf – over a bottle of mulled wine. One of the younger Branmuffins had noticed Karelia paying a visit at the bookshop earlier in the day and brought her word of the PCs' arrival. Karelia excused herself from the conversation and departed with the Branmuffin child to where he saw the PCs.

Where Karelia encounters them depends upon the PCs' actions. Should the PCs decide to first make lodging arrangements or have a meal at a restaurant or inn, then Karelia intercepts them as they conclude their business. In the event the PCs make their way straight to the Black Crevasse, the arbitrator arrives as the PCs are trying to make arrangements to meet Brother Barthelm. If the PCs lack the proper precaution, then Karelia's appearance catches them unawares. Should one or more be on the lookout, they see the arbitrator enter wherever the PCs are moments before she spots them.

Secrets Revealed

Karelia asks the PCs if she can talk to them in private. The PCs might be inclined to pass on the opportunity for an airing of grievances, but Karelia is insistent. She reminds the PCs while she has been less than honest with them in days leading up to their arrival in Pfeildorf, she did save their lives when they came under attack in that town. Karelia adds that she had her reasons for misleading them at the time, but she needs their assistance now. If need be, Karelia will offer to buy them a meal in order to get the PCs to hear her out.

Karelia's persistence should pay off, even if the PCs remain suspicious. Karelia leads them to the Inn of the Mountain Traveller [**Karak Hirn: Heart of the Hornberg**, page 32] where the private booths in the common room ensure some measure of privacy. Karelia motions the PCs into the booth and positions herself close to the door. If asked about this, Karelia comments that she merely wants to close to the server when she appears to take their order. In fact, Karelia wants to be in place to prevent the PCs from bolting when she reveals who she is.

Once seated, Karelia politely advises the PCs that they should wait until the meal and drinks are served before they talk at length as there would be less chance that they are heard. Service at the Mountain Traveller is fairly prompt and the fare arrives within fifteen minutes of the order being taken. The food at the inn is unremarkable, but the dark bitter ordered by Karelia (at 1/6 a pint) is very good.

After the server closes the door of the booth, Karelia pulls her silver medallion from underneath her mail shirt. Karelia shows the PCs the symbol of the torch superimposed over a book and tells them that she is a member of the Officium Arbitrorum, the internal investigative body within the Church of Sigmar. Given their experience with the Church of Sigmar in this campaign, the PCs may not take Karelia's revelation well. In anticipation of difficulties, Karelia has a dagger at the ready knowing that

the crowded condition of the booth makes it almost impossible to draw a sword.

The Plot Thickens

Once the PCs have calmed down, Karelia offers them temporary employment with the Church of Sigmar as her agents. She admits that the work will be quite dangerous, but they would be operating under the protection of the Church of Sigmar, which does have some benefits. If asked what kind of benefits, Karelia responds that they would be absolved of any responsibility in the death of Father Feodor for starters.

Before the PCs agree to work for Karelia, they may want to know more of her involvement. The PCs may note that her original story of working for Aldebrand Mössbauer did not hold up when they talked to the late Father Humfried and long-departed Johannes Krönert.

Realising her need to divulge some of her activities, Karelia tells the PCs that Aldebrand's efforts to locate Professor Lessing while in Nuln caught the attention of the Officium Arbitrorum. She was assigned to follow Aldebrand and report on his progress. Karelia relates how she arrived in Pfeildorf and, after a short time, received a note from Father Feodor, secretary to the Lector of Sudenland, to meet with His Eminence. In time, it became apparent that the meeting was a ruse as she waited for a summons that did not come. In that time, Aldebrand departed for Eppiswald.

Karelia learned of Aldebrand's destination at the same time she realised that her position was somehow exposed to others who did not hold the interests of the Church superior. Before departing up the River Söll, Karelia set false and contradictory trails to confuse any potential pursuit. Karelia then made her way to Meissen where she expected to intercept Aldebrand on his return trip to Pfeildorf. The arbitrator admits to the PCs that she used deception (masquerading as a member of the Verenan cult checking on his progress) to win Aldebrand's confidence and

learned what she could of the PCs and their task from him.

Karelia continues that she awaited the PCs in Meissen with the intention of learning what she could from them. She tells the PCs that she separated from them at Pfeildorf to continue her own investigation, mistakenly believing that their task was about to be concluded. The PCs may press Karelia (as they in Pfeildorf) on how she came to cross their path again when they were under attack.

Karelia reiterates that she found the PCs purely by chance. She had been searching the area for Aldebrand after finding him absent from his pillaged flat. Karelia came across two individuals acting suspiciously on the streets nearby and it soon became clear to her that they were following someone with purpose. Karelia decided to do likewise and remained undetected as the two were so intent on their task. Within moments, she recognised the PCs and quickly realised they were the quarry. Karelia knew that she had to assist the PCs, but had to let the situation unfold before making her move.

The PCs may use the opportunity to ask why Karelia did not contact either Father Humfried or Johannes Krönert. As to the former, the arbitrator responds by saying that she didn't know Father Humfried and wasn't sure she should involve a Priest of Verena in what was then an internal Sigmar matter. As it was, Karelia was forced to avoid the Church of Sigmar after she departed the PCs' company. With respect to Johannes Krönert, Karelia did not know the man and turns the questioning for the moment by asking the PCs to describe their involvement with the man.

The Murder of Father Feodor

When Karelia takes up her story again, she tells the PCs that she learned of the murder of Father Feodor from gossip on the street and used her position in the Church of Sigmar to be allowed to privately view the body of the late priest, despite the Church's decree that his corpse was

not to be seen outside the high echelon of the Mourners' Guild. Karelia adds that the Cult of Mórr agreed not to divulge her presence to Church members in Pfeildorf.

Sidebar: Officium Arbitrorum

The following text expands the entry on the Officium Arbitrorum found in the "In Defence of the Empire: The Church of Sigmar" by Arne Dam and Tim Eccles that appeared in **Warpstone 15**, page 13.

The Officium Arbitrorum is a small office that serves as the Church of Sigmar's "police force." Unlike the Inquisition, which seeks out heresies, demonology and Chaos-influences, the Arbitrorum's remit is the investigation and prevention of crime within the Church. The Arbitrorum is a wholly internal organisation, with no legal authority beyond the confines of the Church. In reality, few secular authorities would dare question an investigation by the Arbitrorum.

The Officium Arbitrorum has two main offices: Altdorf and Nuln. The Altdorf office is the larger of the two and works closely with the Inquisition. The charter of Altdorf chapter covers all land north of the River Stir, which includes those that still consider the Founder of the Empire as a god of lesser stature than Ulric, Taal, and the "older" gods.

The Nuln office covers the land south of the River Stir, most of which enthusiastically worship Sigmar as equal as (or greater than) Ulric and the other gods. Crimes within the Church in this region tend to be of a more subtle nature, requiring a less direct approach.

Entry into the positions of Arbitrator, Proctor and Judge are theoretically awarded on the basis of merit whenever a post becomes vacant. As with any other such organisation, political patronage exists in this order with a number elevated to higher positions of authority based the ability to impress their superiors. A few of the Arbitrorum investigations actually deal with corruption within its ranks.

Though not certain of the nature of the magicks used, Karelia easily concluded that Father Feodor was murdered by foul sorcery. She also realised from her time spent in their company that the PCs were incapable of killing the priest in such a fashion despite the subsequent posting of wanted posters bearing their names. In fact, the quick move to accuse the PCs confirmed the Karelia's suspicion that there was something more sinister going on. She then sent a coded communiqué to her superiors in the Officium Arbitrorum.

Karelia tells the PCs that she continued conducting her own investigations for two weeks after their departure and reached a number of dead-ends. She concluded that any connections between whatever secret groups were behind the killings and the Church in Pfeildorf had been severed. [GM Note: Karelia would only know of the Order of the Sacred Hammer and the rumours of the Eighth Theogonist only if the PCs had previously divulged such information to her.] Karelia departed for Karak Hirn on the assumption that the PCs would follow the late Professor Lessing's lead to the Dwarfhold. Karelia assures the PCs that she used extreme care to make sure she wasn't followed, sometimes doubling back to throw off any attempt to trail her.

Handout #1

We, the undersigned, have agreed to the terms presented by Arbitrator Meitner, Officium Arbitrorum of the Church of Sigmar.

We have agreed to become agents of the Church under Arbitrator Meitner's supervision until she releases us from her service or we resign the commission. The terms of our service are as follows:

- *Accommodations and dinner for the duration of our stay in Karak Hirn.*
- *Lodging and dinner whenever such is available when travelling.*
- *1GC each for each day's effort upon our departure from the Dwarfhold*
- *All information and evidence gathered from our investigations will be fully disclosed to Arbitrator Meitner.*

We acknowledge that we have received an advance of 10 GCs each from Arbitrator Meitner as a retainer and can expect to collect any balance of the earned commissions whenever the Arbitrator chooses.

Finally, we acknowledge that we have sworn an oath to put forward our best effort on behalf of Arbitrator Meitner and the Church of Sigmar.

Reciprocation

As soon as her story ends, Karelia asks the PCs how they departed Pfeildorf and escaped detection for as long as they did until their arrival at Karak Hirn. She is particularly keen with whom they might have discussed their plight and secrets. Karelia does not delude herself into believing the PCs trust her enough to tell everything, but hopes she can win their confidence in due time as she believes they have a momentous task before them.

Karelia looks for inconsistencies in the PCs' story to probe deep to try to gain information on what they try to hold back. Her training allows Karelia to exploit half-truths and minor fabrications to get at the truth. At no point will Karelia resort to abusing the PCs or calling them liars in this discussion. Offending the PCs is the last thing she wishes to do at this time.

Once the PCs have said all they intend to, Karelia again offers to hire them. She agrees to pay their lodging, a full dinner, and 1 GC each for each day. Karelia will cover their room and board for the duration of their stay at Karak Hirn and the monetary rewards will commence once they leave the Dwarfhold. Karelia will pay the PCs a bonus of 10 GCs each to seal the terms of their employment contract. She then produces a contract for them to sign [Handout #1]

The PCs may balk at some of the terms of the contract. If they do, Karelia points out that the agreement protects them as well as her, ensuring that each has obligations which they are required to meet. If need be, Karelia reminds them that working for the Church can go a long way to clearing their names of the murder of Father Feodor as well as any other mischief in which they might have engaged.

To further tie the PCs to her, Karelia hands one of the PCs a warrant [Handout #2] that replaces

the one they received from Aldebrand Mössbauer in Eppiswald (assuming they still have it):

When asked about the need for a warrant, Karelia advises the PCs that the document should assist them through many difficult situations. She does add that it could mark them for those working against the interests of the Church of Sigmar (such as the Order of the Sacred Hammer).

Handout #2

This warrant declares that those whose names appear below have been authorised by the Officium Arbitrorum attached to Church of Sigmar in Nuln to act as our agents in the investigation of the parties responsible for the death of Father Feodor and other crimes committed against the Church and the servants of Sigmar.

We, the undersigned, have agreed to the terms presented by Karelia Meitner, Arbitrator of Sigmar.

Karelia Meitner, Arbitrator of Sigmar (Priestess Lvl 1, ex-Initiate, ex-Bounty Hunter)

Stymied in her investigation in Pfeildorf, five foot five, medium built, dark brown haired, green-eyed Karelia made in way to Karak Hirn, nearly two weeks before the PCs. During her waiting, the Karelia established her residence at Grunna’s Boarding House. She knows that her activities as an Arbitrator of Sigmar do not have official sanction within the Dwarfhold, so Karelia must avoid any heavy-handedness.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	42	4	4	9	43	1	32	35	36	45	45	42

Skills: Arcane Language- Magick, Cast Spells- Clerical 1, Follow Trail, Law (Church of Sigmar), Meditate, Public Speaking, Read/Write (Reikspiel), Scroll Lore, Secret Language- Classical, Shadowing, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon- Lasso, Specialist Weapon- Net, Strike Mighty Blow, Theology

Magic Points: 9

Spells: 1st: Cure Light Injury, Detect Magic, Hammerhand, Steal Mind

Equipment: Sword, Mail Shirt (1AP body), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, Dagger (I+10, S-2, Parry-20), Silver medallion of a Torch superimposed over a book, Verenan holy symbol (disguise), Rope, and purse (14 GCs, 24 shillings, 10 pennies).

Searching for Brother Barthelm

The PCs might be quite anxious to meet Brother Barthelm so they can get the answers to the many questions they have about the murderous Order of the Sacred Hammer and the prophesy of the Eighth Theonologist.

All the PCs have to go on is that name of a monk or priest – Brother Barthelm – that has been provided by the elderly Brother Gustavus of the Abbey of St. Ewald in Eppiswald. The PCs also know that Brother Barthelm can be contacted via a Dwarf barkeep at the Black Crevasse Tavern. To this end, one of the PCs had been given a ring to present as proof of their errand, one denoting the proscribed Sigmarite cult, the *Ordo Scriptoris*. If the luck of Ranald smiled upon the PCs during their wanderings, they should still possess the ring. If not, then the PCs must be prepared to convince the Dwarf barkeep of their intent to do no harm.

To make it easier for the GM, the following are Brother Gustavus' exact words: "I am not certain what your business will be in Pfeildorf, but if you desire to learn more about the Order of the Sacred Hammer when you are finished, there is a person whose knowledge on early Church history exceeds mine. Follow the trading route to Karak Hirn, which will lead you to the Merchant's Hall within the Dwarfhold. Inside that Hall is a tavern called the Black Crevasse where you should seek the barkeep. Tell him that Gustavus of St. Ewald sent you to meet Brother Barthelm. The barkeep will ask you for proof that you were sent by me. When he asks, give him this ring."

It is likely that the PCs will have forgotten their instructions. They have been away from Eppiswald for over a month and much has happened to them over this time. Generous GMs may allow the PCs' an **Int** test to remember Brother Gustavus' words.

Black Crevasse Tavern

The Black Crevasse Tavern is run by Frederick

Zweig and his family, all of whom are expatriate Imperials. Frederick is sometimes found working the bar, usually when the barkeep, Bartek Thengansson, is taking a break or conducting his personal business elsewhere.

When the PCs (perhaps with Karelia) arrive at the tavern, Frederick is working the bar. Should they inform him that Gustavus of St. Ewald sent them to meet Brother Barthelm, Frederick quizzically looks at the PCs before replying that he does not know of either Gustavus of St. Ewald or Brother Barthelm. He then asks the PCs if they are in the right place.

Frederick's response probably puzzles the PCs. They might depart shaking their heads wondering if the old monk was mad or start over by asking the man behind the bar whether he is the barkeep. In the latter situation, Frederick comments that the barkeep is out of the tavern at the moment and is expected to return within the hour. In the event the PCs inquiry, Frederick tells them that the barkeep is named Bartek.

The delay in meeting with the barkeep provides an opportunity for the PCs to meet Karelia in the event that they somehow missed her by making a beeline straight to the Black Crevasse. Otherwise, they can either spend time seeing the sights of the Merchants' Hall or drown their disappointment that Gustavus gave them a bum lead in ale.

Should the PCs enter the tavern after an hour has elapsed, they see that a Dwarf has replaced Frederick at the bar. The PCs may leap to the conclusion that the Dwarf may be Brother Barthelm, but doing so will meet with denial from Bartek. There is a protocol to follow and Bartek is not one to allow such important matters to be callously ignored.

The PCs should first confirm that the Dwarf is Bartek before asking after Brother Barthelm. When they inform the barkeep that Gustavus of St. Ewald sent them to meet Brother Barthelm, Bartek will ask them for proof. The PCs should

then produce the silver signet ring with the device of an anvil and quill.

If the PCs no longer have the ring, Bartek asked which one of them talked to Brother Gustavus while at Eppiswald. The Dwarf then takes the involved PCs aside for a private chat after calling for Frederick to attend to the bar. Bartek wants the PCs to describe Brother Gustavus recount their discussion with the monk in detail. What Bartek seeks is a confirmation that the PCs actually did meet with his old friend and not simply accept their declaration of doing so.

After so much has happened to them, the PCs are likely to forget a number of aspects of their meeting. Benevolent GMs could allow **Int** tests with modifiers to assist the PCs in recalling their conversation with the old monk. Relating Brother Gustavus' knowledge of the Eighth Theogonist and Order of the Sacred Hammer convinces Bartek as does the telling of the old monk's dream and mentioning Gustavus' blindness. In his last visit with Brother Gustavus, Bartek came to know of the blind monk's dreams, though he did not put much stock in these messages from Mórr.

Once convinced of their involvement with Brother Gustavus through the presentation of the ring or the retelling of their visit, Bartek tells the PCs to meet him in three hours time at the back door of the Black Crevasse, which is situated in a small alley between two other buildings near the northern thoroughfare. Should the PCs express concern that there might be danger to Bartek, the Dwarf assures them that he will be cautious. He tells the PCs that he has to return to work.

If the PCs ask Bartek whether he is Brother Barthelm, the Dwarf simply smiles. He then inquires of the PCs if they think he looks like a monk. Barthelm says he knows Brother Barthelm very well and does what he can to protect him.

Meeting Brother Barthelm

Bartek awaits the PCs as he described. The

Dwarf realised after the PCs departed the tavern that they might have difficulty judging the passage of time while within the Merchants' Hall. Bartek waits patiently for up to an hour as he sits in the dark of the alley with his back to the door.

Unless the PCs are carrying a lantern or have *Night Vision*, they are unlikely to see anything other than Bartek's silhouette (successful **Observe-20** test without light source). Bartek's greeting will give the PCs a fright (failure on a **CI+20** test) if they had not seen the Dwarf in the dark.

Once all the PCs are ready, Bartek motions them to the adjacent building on the left. The Dwarf pulls out a key and unlocks the door (**CR 20%**), welcoming the PCs to his home. They enter a foyer with a hall extending before it. Bartek instructs the PCs to enter the drawing room, which is the first door on the right, while he brings some refreshment.

The drawing room is comfortable with cushioned chairs arranged around a low table. There are enough seats for the PCs, Karelia (if she is with them), Bartek, and one other person. The rest of the room has tables in the four corners, each with candelabra. Bartek appears within five minutes with a pint of ale for each guest and himself as well as Bretonnian pastries.

Once the PCs are comfortable, Bartek smiles and introduces himself as Brother Barthelm, honorary member of the Ordo Scriptoris and keeper of their works held within Karak Hirn.

Bartek explains the precautions he undertakes in his unofficial position is necessary given the Ordo Scriptoris' current "unpopularity" in the Empire. Before taking questions, Bartek asks the PCs to recount how they came to meet with Brother Gustavus and the details of their journey to Karak Hirn. The Dwarf is particularly keen on the details and will spot any inconsistencies to the PCs' story.

Once the PCs have finished with their tale, Bartek enlightens the PCs and Karelia with a short overview of the history of the Ordo Scriptoris. He does so in order that the PCs

understand the need for caution as well educate Karelia on a truth her Sigmarite indoctrination may not have fully divulged.

Sidebar: Ordo Scriptoris

The following text expands on the description of the outlawed Ordo Scriptoris that can be found in the Server Goddess' "**Monastic Orders in the Old World**" for WFRP, which can be found at [http://www.strike-to-stun.com/ Downloads/Files/Monastic%20Orders.zip](http://www.strike-to-stun.com/Downloads/Files/Monastic%20Orders.zip).

The Ordo Scriptoris was believed to have been founded as a secret Order shortly after the self-proclaimed Empress Otilia I withdrew Talabecland from the Empire. The scribes and librarians of the Order of the Anvil were concerned that the ancient knowledge stored in the numerous unsupervised libraries belonging to the Church of Sigmar was too powerful and dangerous and could well fall into the hands of Ulrican extremists. The Ordo (also known as the Scriptori) brought all the texts to the Sigmarite Libraries in Altdorf and Nuln as well as the Monastery of Tannbruck – the then headquarters of the Ordo Scriptoris – in order to protect this knowledge and prevent it from the enemies of the Church.

During their existence, the Ordo Scriptoris roamed across the land searching for ancient ruins which could hold forgotten records, particularly those lost in the Empire's first millennium. The Scriptori undertook the tasks of obtaining or retrieving scrolls and books as well as compiling new text. Through their efforts, the Ordo became experts in the history of the Church and unlocked many secrets over time.

Through the stewardship of the Scriptori, the libraries of the Church of Sigmar became great and provided Magnus the Pious with one means to fight back the armies of Chaos. After his election, Emperor Magnus the Pious granted the Ordo Scriptoris a special status within the Sigmarite Church and the Empire. The Church leaders did not see the "Codex Scriptoris" as an acceptable outcome. They believed that the Scriptori had become too powerful within the Church and sought information to discredit the Scriptori.

It didn't take much effort for the Church authorities to uncover that the great Chaos-sorcerer Hyronimus Feiersinger – one of the most powerful enemies of the Empire during the Incursion of Chaos – was a former member of the Ordo Scriptoris. Moreover, the Scriptori remained cordial with the Necromancer Hartmund Nebelgrab who provided the Ordo with valuable knowledge. The Sigmarite authorities used this information to excommunicate the Scriptori and outlaw their Ordo.

The Inquisitor Adolphus Teuffler hunted down most of the Ordo members and burned them as heretics at the pyre. The Grand Theogonist ordered the Inquisitor to bring the copy of the Liber Mortis from the burnt ruins of Tannbruck to Altdorf. Most of the ancient lore hidden by the Scriptori was also burnt down by Teuffler who saw great danger in these books and scrolls.

What the Grand Theogonist and his lieutenants did not realise was that a number of Scriptori foresaw this outcome. Books and scrolls have been moved from Tannbruck to secret locations in other parts of the Empire for years before the Codex Scriptoris was proclaimed. Many of these were accompanied by individual Scriptori who were also scattering to avoid detection.

All confiscated properties of the Ordo Scriptoris were taken over by the Order of the Anvil.

The Mysterious Professor Lessing

The course of conversation with Bartek might wind itself in a haphazard manner. The GM should be prepared to jump about a bit with the discussion's ebbs and flows over the next three sections. The intent here is to present what should be a logical flow, which means the PCs are likely to take the start anywhere they please. If present, Karelia will withhold her questions unless the PCs miss something they need to know. She prefers to study Bartek to see if she can detect any lies or half-truths.

If the PCs inquire about Professor Friedermann Lessing, Bartek smiles and asks how the scholar fares these days. The Dwarf pauses in silence for a moment when the PCs tell him of the manner of Lessing's death.

Bartek confirms that Lessing arrived at Karak Hirn sometime in late Nachgeheim 2512 and stayed for nearly two months. The Dwarf came across the Verenan scholar after Lessing spent nearly two weeks unsuccessfully trying to gain admittance to the Dwarfhold's library. Bartek learned that the Professor was seeking information regarding the early Sigmarite church.

Considering himself an expert in Imperial history, Bartek spent time conversing about the subject with Lessing. Bartek also introduced Lessing to Ellassir, the nearby book shopkeeper and another whose interest in and knowledge of Imperial history runs deep. Once Lessing learnt all he could from the two, he departed Karak Hirn.

Should the PCs ask about Professor Lessing's appearance in order to confirm that the Dwarf met the scholar, Bartek pauses for a moment. He replies that the scholar was a slight-built man of below average height with medium brown hair tending towards grey and brown eyes

The Story of Wulfric

Bartek tells the PCs that the early Church of Sigmar fragmented into many orders, some with

opposing viewpoints fairly soon after its establishment. Most of these orders were quite small and few would survive beyond their original founders. The philosophy of what was to become the orthodox Church struggled against the many factions.

Bartek comments that even the early Grand Theogonists were hardly an unbroken line of orderly succession. In fact, what little historical record remains from the first centuries of the Empire suggests that there may have been many Grand Theogonists, some of whom served as head of the Church simultaneously. A number of these Grand Theogonists, from the time of the Church's founder, Johann Helstrum, until the first Holy Synod held in Altdorf in 386 I.C., are considered as unofficial based on current Church histories.

Bartek continues that one of the unofficial Grand Theogonists, a man named Wulfric was considered the seventh in line by his fervent followers. Wulfric reigned at a time of growing strife within the cult, much of which came from sub-cults within the Church that debated the nature of Sigmar's divinity and his place within the pantheon of gods.

Bartek states that Wulfric had been a gentle, scholarly man at the time of his elevation, but the power quickly corrupted him. Wulfric worked feverishly to radically transform the Church into an aggressive, war-like religion. His efforts were directed towards the armed subjugation of those who refuse to acknowledge Sigmar's divinity, even at the risk of a threatening the unity of Sigmar's Empire with a religious war of conquest.

Bartek comments that the Church of Sigmar was fairly weak at the time, with its centre of influence along the River Reik and the western reaches of the Rivers Stir and Averland. The last thing the Church hierarchy wanted was war it could very well lose. Opposition was fierce and loud, yet Wulfric refused to yield to commonsense. Worse, some of his increasingly

fanatical supporters urged Wulfric to declare war on his opponents within the Church.

Should the PCs recall the story from Brother Gustavus, they might suggest to Bartek that the story may have only been an unfounded tale. Bartek responded that many Scriptori thought the same, but he found a reference to the story written by the Dwarf chronicler, Ganalf Greybeard, within the Library of Karak Hirn when Professor Lessing visited.

Bartek picks up the story that priests and supporters on both sides of the dispute armed themselves for conflict they were sure was coming. To avoid bloodshed, a Council of several powerful Lectors declared Wulfric deposed and the records cleared of his madness. In his stead, the Lectors elected one of their own to become Eadrik I, the seventh Grand Theogonist.

Bartek comments that the story does not end here. Ganalf's chronology is clear that Wulfric and his followers retreated to the then village of Übersreik to prepare for war. Fortunately, Wulfric suddenly died and his movement seemed to have died with him. There was some speculation that Wulfric was assassinated, though no evidence ever appeared to prove or disprove the notion.

Order of the Sacred Hammer

Bartek then shifts the conversation towards the supporters of Wulfric. The deceased seventh Theogonist, by the reckoning of his followers, simply disappeared from the historical record at that point. It is assumed that these people carried the body to a secret place for burial.

Bartek suggests to the PCs that the story surrounding Wulfric should have ended with his death, but for a small, clandestine sect that came to the attention of Church officials sometime in the middle of the fourth century. This secret group called themselves the Order of the Sacred Hammer and venerated Wulfric as the Perfect

Theogonist. The Church officials considered all who followed Wulfric to be illegitimate and the Order that was founded in his memory heretical. The profane Order believed that Sigmar had saved his beloved Wulfric from the murderous intentions of the Church and spirited him to a secret place. The heretical doctrine of the Order stated that at the appointed time, the true eighth Theogonist would come with fire and sword to restore the Church and the Empire to its original purity. They also held that all Grand Theogonists who followed Wulfric were false teachers and leaders of the Faith.

Bartek continues his tale by saying that the Church of Sigmar could not allow the heretical Order to gain further adherents. The struggle took nearly 200 years as the Order of the Sacred Hammer was larger and more entrenched than the Church realised. The Church systematically rooted out the Order, forcing the Sacred Hammer out of the shadows. This effort culminated in a large battle took place in the early autumn of the year 515 by Imperial reckoning in an area called "Faith's Cauldron." Emperor Sigismund the Conqueror led the Imperial army in the destruction of the Order's fighting force.

Bartek informs the PCs that there is no known map that shows where the battle actually took place, but it is believed to be somewhere in the vicinity of Übersreik in the southern Reikland.

Bartek tells the PCs that the Church forgot the Order of the Sacred Hammer over the centuries, believing that it had been successfully extinguished. The Order did not reveal itself again until the Wizards' War of 1983-1991 when Witch Hunter Gottfried von Mauchen uncovered elements of the Order of the Sacred Hammer near Eppiswald and found that their worship have changed to one that mixed with worship of Sigmar with sorcery. He wiped out the members of the Order and burnt down their places of worship. Von Mauchen reported the matter to his superiors, but nothing more was done.

Bartek commented to the PCs that the Church was involved with fighting other battles at the time. There was the conflict between Empress Magritta of Nuln and the Grand Theogonists in Altdorf, followed by the destruction of Mordheim and the rise of the Undead in Sylvania.

Bartek adds that the Church was probably already infiltrated by the Order of the Sacred Hammer long before the Wizard's War. In fact, the Dwarf suspects that the Sacred Hammer may have had a hidden hand in the Church hierarchy turning against the Ordo Scriptoris.

The Coming of the Eighth Theogonist

Bartek tells the PCs that the very few outside of the Sacred Hammer who are aware of the Order know nothing of the prophesied apocalyptic return of the Eighth Theogonist.

Bartek shares that he had received a letter from Brother Gustavus five years ago informing him of a tower in the Wilden Hills where a small sect of Sigmarites had taken residence. Brother Gustavus attempted to learn about the sect from Church authorities in Pfeildorf, but no one responded to him. The monk later received an anonymous letter – most likely from another Scriptori – that informed him the sect at Hess Tower comprised of members of the Sacred Hammer. Bartek can only guess at their purpose. The Dwarf passed this information to Lessing.

The PCs may ask Bartek the meaning of the following inscription they found on the remains of an altar in Dergenhof:

“Blessed be the Eighth Theogonist who shall return amid a circle of stone in the hour of need.”

Bartek asserts that the circle of stone has symbolism to the Old Faith, but not in the Church of Sigmar. After pausing for a

moment's contemplation, the Dwarf informs the PCs that circles of stone and other Old Faith sites are sacred to the Earth Mother and are next to the ley lines that cross the land. Stone circles are also considered by followers of the old religion to be portals to the realm of the Dead. Bartek adds that some sub-cults of the Old Faith believe strongly in reincarnation, so it could be that the Sacred Hammer adopted this belief.

Should the PCs inquire as to whether the stone circle near Eppiswald might be the site where the Sacred Hammer believes the Eighth Theogonist will arise, Bartek states that he does not believe so. Other than being a fairly remote area for members of the Order to take refuge, there is nothing historic that ties Eppiswald to the Sacred Hammer.

Next Moves

As the hour draws late (or early as the case may be), Bartek tells the PCs that he needs to get some sleep before beginning his shift. Should the PCs not ask, Bartek suggests that they consider all that he has told them and prepare any questions that they may have. Bartek suggest they meet again around midnight at the back of the Black Crevasse.

The Secret Library

Elassir is the only Elf residing in Karak Hirn and owns a rather eclectic book store [**Karak Hirn: Heart of the Hornberg**, page 34]. Elassir sells very few books and generally has few customers, a situation much to his liking. The Elf spends the majority of his time behind a desk in his shop, reading one of his many books and sipping the mulled wine he obtains from Bardin's Winery [**Karak Hirn: Heart of the Hornberg**, page 34].

Elassir is a confidante of Bartek and the two have spent many a night debating obscure Imperial historical events.

Bartek Thengansson, Loremaster (ex-Runescribe, ex-Scholar)

The 5 foot tall, 150 lb Bartek Thengansson has been a barkeep at the Black Crevasse for the past 40 years, using the opportunity to study Humanity without leaving his mountainous home. The 120 year old Loremaster has become an expert on Imperial history and theology. From time to time, Bartek has journeyed to the lands along the River Söll. His last journey was 10 years ago when he visited his old friend, Brother Gustavus, at the Abbey of St. Ewald in Eppiswald.

The brown-haired, blue-eyed Bartek is an honorary member of the Ordo Scriptoris, an outlawed order of the Church of Sigmar. He was recruited by Brother Gustavus three decades ago to be keeper of several old tomes the old monk possessed. Bartek read these books several times over before handing them to the Ellassir for safe keeping.

Bartek is friendly and very inquisitive. He could easily ramble on for hours, but has long learned that most Humans have little endurance and patience for good conversation.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	30	3	6	13	60	1	54	82	78	94	95	31

Skills: Arcane Language- Arcane Dwarf, Arcane Language- Magick, Art, Astronomy, Cartography, Chemistry, Cryptography, Daemon Lore, Engineer, Evaluate, Heraldry, Herb Lore, History (Dwarf, Imperial), Identify Magical Artefact, Identify Plant, Identify Undead, Law (Dwarf, Imperial), Linguistics, Magical Awareness, Magical Sense, Metallurgy, Mining, Numismatics, Orientation (underground only), Read/ Write (Khazalid, Reikspiel), Rune Lore, Scholarship (Imperial History), Smithing, Speak Additional Language (Reikspiel), Spot Traps, Super Numerate, Theology (Dwarf Pantheon)

Equipment: Sword, Thin Foil of Metal, Writing Equipment

Rejoining Bartek

Given their recent experiences, the PCs might justifiably be expecting the worse. They should be relieved to find Loremaster Bartek alive and waiting for them at the back of the Black Crevasse. Should the PCs begin to ask their question, Bartek silences them with a gesture and whispers that they should hold any questions until they can do so in private.

Instead of heading to his home, Bartek leads the PCs and Karelia to a nearby shop. The sign shows an open book with the words “Ellassir’s Books” written above. Bartek raps three times quickly on the door, pauses for a moment, and then knocks twice. The door opens revealing a tall Elf, who bids the group to enter. He then locks the door behind the PCs. A PC listening carefully can hear series of clicks and moving

parts, which indicate the complexity of the locking mechanism (**CR 20%**).

The Elf greets Karelia, before remembering his manners and introduces himself as Ellassir, formerly from Nuln and points beyond to the PCs as he leads all of them to his upstairs living quarters. PCs quickly looking about can make out shelves of books along the walls of the shop through which they are passing. The walls of the upstairs are brightly painted as the edges of a forest in dawn’s light.

The PCs only travel a short distance before Ellassir opens a door and gestures them to enter. As in Bartek’s home the previous night, the PCs are shown into a drawing room with chairs for everyone. A fire is lit in the fireplace, making the room quite cosy. Ellassir pours each a glass of mulled wine.

Once everyone is seated, Ellassir informs the PCs that Bartek has apprised him of all they discussed the previous night. He has some additional information he can add to the puzzle, but he agrees with all of what the Loremaster conversed about with the PCs. Attentive PCs (those with the *Charm* or *Etiquette* skills) notice that throughout the discourse Ellassir's attention tends to mostly fall on Karelia and any female PCs.

Piqued Curiosity

Perhaps more so than their chat with Bartek, the PCs' discussion with Ellassir may wander about in a haphazard fashion. What is presented here is one manner in which the talk may proceed. GMs should be acquainted with information in this and the following sections in order to make the conversation as fluid as possible.

As a good host, Ellassir begins by asking the PCs to provide him with their personal stories. He is interested in what they have done or seen as well as how they can to be involved in the affair that led them to Karak Hirn. Ellassir's curiosity is such that he asks many questions, particularly about the reasons the PCs may have acted in certain situations as they did.

Ellassir is very keen about whatever tales female characters are willing to tell. Should a female character be in any way hesitant or embarrassed, the Elf suggests that they could perhaps get together at some point for a private conversation.

The PCs may well ask Ellassir how he came to be in Karak Hirn. The question puts off the Elf a bit since for all his inquisitiveness, he has never really examined why he made the life-changing choices he has made. In any event, Ellassir only gives the most cursory of answers (leaving out the membership in the Order of the New Dawn) since he doesn't really find his story terribly compelling.

Ellassir admits that the visit and questions by Lessing prompted him to go through the books

he possesses as well as any Bartek could obtain for him from the Library. The Elf slyly confesses that there was so much material he often found himself heading off on another tangent.

Ellassir comments that he started with the conclusion that the Sacred Hammer was likely behind the fall of the Ordo Scriptoris since that pointed to written sources which would have otherwise been overlooked.

Confiscation

Ellassir relates that by all accounts Grand Theogonist Yorri XIII was a petty-minded bureaucrat who laboured in obscurity within the Church of Sigmar. During the election of 2313 I.C., several factions within the Church were deadlocked over their respective candidate for the high office. With pressure coming from Emperor Magnus the Pious to put aside their squabbling, the Lectors agreed to elevate the 66 year old priest as a compromised candidate by buy them a few more years to resolve their differences. Grand Theogonist Yorri XIII was expected to only last a few years and do nothing bold. The Lectors were severely mistaken.

Ellassir informs the PCs that Grand Theogonist Yorri XIII quickly joined the anti-Scriptori faction, believing that Order wielded far too much power. There were too many within the Church concerned about the secrets suspected to be in the Scriptori books. The Ordo had suspected for a time that forces were aligning against them and began to slowly and covertly scatter their works to lesser known and remote locations. A number of Scriptori brethren – greater than normally believed – also took flight before the forces under Inquisitor Adolphus Teuffler began its campaign of cleansing.

Hess Tower

Ellassir tells the PCs that Hess Tower was once part of a series of defensive fortifications built in the Wilden Hills to protect Pfeildorf from any

attacks from its south. The towers were originally built in the mid-18th century as the area recovered from the devastation visited upon it by Warlord Gorbard Ironclaw's Orc army. The towers were abandoned in the 22nd century.

Elassir places Hess Tower in a secluded area between the villages of Hausern and Durbheim. Curiously, The Elf found that the remains of the tower and surrounding land was purchased by a influential and wealthy Wissenburg merchant named Amadeus Haider around 2475 I.C. Sometime between then and Gustavus the Monk's letter, the Order of the Sacred Hammer took up residence at the tower.

The PCs may ask Elassir if he came across the names of any living descendants of Amadeus Haider in his research. Elassir smiles as he tells that the family seems to be both very lucky and unlucky. The Elf relates that the twins, Gerhardt and Quintus, have been very lucky. The former is a devout and an ambitious merchant who gives generously to the Church of Sigmar in Wissenburg and Pfeildorf while his brother is the Reikland Lector based in Übersreik. The rest of the male descendants (brothers and cousins of the two) were apparently quite unlucky. Other than the one or two who denounced their inheritance to join a monastery, all of them met unexpected ends before they reached the age of twenty.

Mórrian Lore

In the event one of the PCs is wearing the *Sword of St. Oswic*, Elassir spots the hilt at some point during the conversation. Interrupting his train of thought, Elassir asks to see the sword.

The unexpected request may startle the PCs. Should the PC possessing the sword hesitate, Elassir repeats his request. PCs with the *Etiquette* skill automatically realise that it would be a breach in manners if the PC did not honour the request of his gracious host. Should the PC still be disinclined, Bartek humorously responds

“Good gods, man, Elassir is simply a curious Elf, not a thief.”

Once the PC hands over the sword (hopefully hilt first), Elassir examines it closely with an expert eye. Pointing at the etched portal near the cross guard, the Elf asks if it radiates a dim purple light whenever an Undead creature is near. The PCs may confirm, deny, or leave the question unanswered. Elassir informs the PCs that he believes the weapon he holds is the long-lost *Sword of St. Oswic*, a holy weapon belonging to the Cult of Mórr. He states that the weapon is said to increase the fighting skill of its wielder, particularly against the Undead

Elassir comments that St. Oswic lived after Emperor Mandred I of Middenheim was assassinated in the mid-12th century. St. Oswic was believed to be one of the first witch-hunters of Mórr to recognise the corruption of Sylvania, a land on the eastern border of Stirland. At the time, the Mórrian leaders had more pressing concerns with the breakdown of law and order that marked the Age of Wars. St. Oswic persistently warned of the danger that Sylvania presented, but his warning went unheeded.

Elassir continues his tale with the fact that St. Oswic departed Nuln with a few followers towards the east without the sanction of the cult's leaders. It is believed that Mórr visited St. Oswic in a dream on the third night of his journey and blessed him with a new sword. When he awoke, St. Oswic found that he possessed a finely crafted sword in the place of the one he inherited from his father.

St. Oswic went on to lead peasants of Sylvania in 1232 I.C. against the ruling von Teufelheim family of Sylvania, a murderous and decadent family rumoured to be involved with the worship of Kháine.

Should the PCs express concern about possessing the *Sword of St. Oswic*, Elassir assures the PCs that there should not be any difficulty with the cult of Mórr. Those who may

know of the sword believe it to be lost and many of these would hardly recognise the weapon if it were flashed before their eyes. Ellassir believes that only the most knowledgeable of Raven Knights or Mórrian archivists could identify the weapon with a cursory inspection.

In the event the PCs show him the silver coins they found in the cane with the *Sword of St. Oswic*, Ellassir examines them very closely. Pleased with what he sees, the Elf offers the PCs four GCs for each coin. Ellassir tells them that such coins are very rare and the ones in their possession are in mint condition.

A Sign of Evil

If the PCs are in possession of the medallion of the ascending twin-tailed comet they found in the wraith's cave, they might ask Ellassir to examine it. Ellassir does so for a time and asks the PCs' permission to make an etching of the symbol.

The Elf tells the PCs that the ascending twin-tailed comet is a sign of opposition to the official Church of Sigmar used by a number of fringe sub-cults. The hammer symbol over the comet with its flecks of red paint marks the medallion as belonging to a member of the Sacred Hammer. Ellassir comments that the Order was also known as the Scarlet Hammer in some of the ancient texts.

Ellassir notes that some elements of the Sacred Hammer led what could be called a terror campaign in the southern Reikland before the time of Emperor Sigismund. The Sacred Hammer forcibly converted peasants and minor nobility to the sole worship of Sigmar upon pain of death should they refuse.

Pausing for a moment, Ellassir falls into a wide-eyed trance, oblivious to the PCs and Bartek. Should the PCs express concern, the Dwarf assures the PCs that something apparently came to the Elf and he is simply searching his memory to make a connection. Just as suddenly, Ellassir

stands up and asks the PCs to wait a moment. He then descends the stairs to his book shop below.

Ellassir returns fifteen minutes later with a large tome. He informs the PCs that this book is a compilation of a number of heraldic devices from throughout Imperial history. Ellassir quickly works his way through the book at a speed the PCs know they cannot match.

Ellassir stops on a page and turns the book so the PCs can see. He shows the PCs a coat of arms with a device of a scarlet hammer atop an octagonal field of yellow with a background of blue. If the PCs had not seen this coat of arms during their brief stay in Pfeildorf, Ellassir reveals that it belongs to the Haider merchant family.

Ellassir notes that the similarity of the red hammer may be purely coincidental and proof of Haider's complicity merely circumstantial at this moment.

End of Days?

Although the story wove by Bartek and Ellassir provide considerable background, neither of the two know can ascertain when or where the Eighth Theogonist will appear. This lack of knowledge is not through lack of trying. The secret has been maintained for over two millennia.

The PCs are likely to be discouraged by the lack of insight. Bartek and Ellassir are still reviewing the written records found within the Library of Karak Hirn for any clue that might help uncover the mystery. Both are concerned that time might be actually running out given the PCs' experience in Pfeildorf and the overt effort of the Sacred Hammer to silence them as they did Aldebrand Mössbauer, Father Humfried, and Father Feodor.

Should the PCs inquire of Ellassir about the exact date the battle at "Faith's Cauldron" took place, the Elf says it was sometime in the latter half of Nachgeheim 515.

Bartek suggest that the PCs and Karelia remain at Karak Hirn throughout Sommerzeit in the very least. The Dwarf notes that if anything, the PCs look as if they need the time to recover their strength from the ordeal they have already endured. If necessary, Bartek is more than

happy to arrange for longer term lodging for the PCs and Karelia.

Smiling at Karelia and any female PC, Ellassir seconds Bartek's suggestion.

Ellassir Gloranidil, Scholar (ex-Hunter, ex-Student, ex-Wizard's Apprentice, ex-Wizard)

Originally from the Loren Forest, the lavender-eyed, light brown-haired Ellassir was an oddity among his own kin, particularly since he did not despise the Dwarfs as a crude race and found Humans interesting. When he became old enough, the 6ft 2in, very slender Elf left the comforts of the woodland realm for the southern Empire.

One day, the impulsive and curious Ellassir wandered into the Library of Verena in Nuln. He was amazed and enchanted by the volume of books within the vast library. During this time, Ellassir fell in with Joerg Kreisler, a member of the secret Order of the New Dawn. Eager for new experiences, Ellassir joined the order and undertook training as a wizard.

Several decades ago, Ellassir decided he needed a change of scenery and journeyed to Karak Hirn with a purse full of gold and a few books. He opened his book store and began a process of accumulating books.

Ellassir soon became friends with Bartek Thengansson. The connection to the Loremaster enabled Ellassir to access the books concerning the history of the Empire from the Library of Karak Hirn, a subject in which Ellassir developed a keen interest.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	41	4	4	8	92	1	52	54	88	64	75	42

Skills: Arcane Language-Magick, Astronomy, Cartography, Cast Spells- Battle 1, Cast Spells- Battle 2, Cast Spells- Petty, Charm, Evaluate, Excellent Vision, Herb Lore, History (Imperial), Identify Plant, Magical Awareness, Magical Sense, Meditation, Musicianship-wind, Numismatics, Read/Write (Breton, Fan-Elthárin, Khazalid, Reikspiel), Rune Lore, Scroll Lore, Secret Language- Classical, Seduction, Speak Additional Language (Breton, Khazalid, Reikspiel), Theology (Imperial)

Magic Points: 25

Spells: Petty: Blot, Butterfingers, Cunning Hand, Gift of Tongues, Magic Alarm, Magic Flame, Magic Lock. Mend, Reinforce Door, Sleep
1st: Aura of Resistance, Cure Light Injury, Detect Magic, Fireball, Ignite Missile, Steal Mind, Wilt Weapon, Wind Blast
2nd: Aura of Protection, Break Weapon, Lightning Bolt, Luck, Magical Might, Mental Duel, Mystic Mist, Steal Magical Power

Equipment: Sword, Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, Walking (Wizard's) Staff, Sling Bag (spell ingredients, herbs), Writing Equipment, Parchments

A Deadly Interlude

While the PCs are staying at Karak Hirn, they might take advantage of the time to add new skills or train for a new career. Bartek is willing to assist the PCs in their endeavour and even recruit Ellassir to teach any PC desiring to pursue training as a scholar or wizard.

The Merchant Halls of Karak Hirn are a busy place, but transients like the PCs might become bored of its routines and pace. In addition, the PCs have to live frugally as Karelia's available funds are only enough for a short stay. If not for Bartek, the Arbitrator would have been broke within two weeks of the PCs' accepting employment.

Unfortunately for the PCs, their extended stay at Karak Hirn means that their enemies have an opportunity to catch up with them.

The Hunt

The Master of Hess Tower is taking no chances that the PCs or anyone else can find a way to upset the plans of the Sacred Hammer. He has dispatched his best man to hunt the PCs down and kill them, no matter to where they have escaped.

A man like Reiner Eckehart does not reach his position without having some intuition that points him in the correct direction. Being briefed on the situation, Reiner concludes that the PCs had some assistance in their escape from Pfeildorf and they likely travelled under some guise in a direction few expected. Reiner arrived in Pfeildorf two weeks after the PCs' escape and began to pull the pieces together. He learned that a travelling gypsy carnival had departed on the Staig Road in the early morning following Father Feodor's necessary death.

Reiner and his men – neither of whom know of their leader's connection to Hess Tower – followed at a leisurely pace, enabling the agent of the Sacred Hammer to plan various scenarios with which he would dispatch his quarry. The

grim hunters caught up with the gypsy caravan as it set up a one day caravan at the Inn of the Prancing Doe.

Reiner watched the activity from a safe distance trying to see if he could spot the PCs. Though he did not spot his quarry, Reiner walked around the carnival during the day as he evaluated the capabilities of each gypsy and their vulnerability. That night, he and his men struck at the gypsy camp, killing the more powerful men like Angelo and Alessio Gatti as well as Giorgio De Niro and taking the rest prisoner. Several more died that night during Reiner's cruel interrogations.

Whether or not the PCs divulge their plans to any of the gypsies, Reiner was able to piece together the direction of their route. The assassin took one of the gypsy women with him in order to ensure the remaining gypsies' good behaviour. Reiner will take one of the following who seemed to have had the best relations with the PCs (perhaps someone one of the PCs fancied):

Lucrecia Gatti
Isabella Gatti
Patrizia Prodi
Talia Prodi

Whoever Reiner takes will suffer from his and his men's unkindness. The three men share the more common prejudices of their countrymen towards the Strigany and treat her poorly. The woman (we'll use Isabella from this point) is simply the bait Reiner plans to use to lure the PCs to their doom.

Alban Handler will be the next to suffer from Reiner's interrogation. The overweight pedlar barely manages to survive the encounter, forced to convalesce for months in the Shallyan abbey. He provides more information for the assassin to assess the PCs' intentions. If the PCs did not divulge their goal of Karak Hirn to anyone (a likely possibility), Reiner continues on his journey to the River Söll.

Eventually, Reiner concludes that the PCs have headed to Karak Hirn from information he gathers from Hornfurt, Kroppenleben, and the Inn of the Mountain Panther. Driven by her own desire for vengeance, Isabella continues to survive her captivity despite being constantly drugged to remain compliant in the hope that her time will come. In moments of lucidity, Isabella hopes to return to her people after this ordeal ends.

Quarry in Sight

Reiner and his party arrive at Karak Hirn about a week or so after the PCs have settled into a routine. The three men and woman take up residence in two private rooms at the Inn of the Mountain Traveller. Reiner keeps Isabella with him. When he takes his turn to observe the PCs, he leaves Isabella bound and drugged to ensure she does not disrupt his plans.

Reiner, Manfred, and Josef do not take the subtle approach when observing their quarry. Each man is professional enough not to react to any threats or provocations should any of the PCs succeed in confronting any of these men. PCs with the *Sixth Sense* skill can easily spot the man observing them. This game continues for about a week, which should annoy the PCs as much as make them uncomfortable.

When he is ready, Reiner sends Manfred to deliver a message [Handout #3] to the PC he deems the weakest in terms of fighting or leadership skills. [GM Note: The “us” in the second paragraph of the note was an unintentional slip by Reiner. He intended to have the PCs think he was alone in order to have his comrades observe them in the common room.] If there is a foreigner among the PCs (Breton, Tilean, Strigany, Elf), Reiner’s prejudice leads him to consider these individuals weaker in character than any Imperial PCs.

Manfred delivers the message in the late afternoon, ensuring the PCs have little time to develop and implement a thoughtful plan. To

make matters more complicated for the PCs, Reiner picks a time when the common room of the tavern will be crowded.

Handout #3

We have business between us. I have followed your trail from Pfeildorf and came upon the gypsies who gave you shelter. One of them travels with me as you read this message. I cannot vouch for the condition of the others with whom I had to speak to regarding your time with them. How they must curse your crossing paths with them.

Meet us at the Inn of the Mountain Traveller tonight at 7 PM. Ask the barkeep to take you to Father Feodor and he will take you to the booth where the gypsy princess and I will await you.

Come alone and no one will get hurt.

Father Feodor’s Ghost

Reiner and the drugged Isabella make their way to a private booth at 5:30 PM in order to have dinner before his meeting with one of the PCs. Manfred and Josef also sit down for their dinner, though in separate locations within the common room. They are positioned to keep the other PCs under observation and, if need be, intercede should the PCs try to upset Reiner’s plans. Josef informs the barkeep of the arrangements about five minutes before the appointed time. Should the PCs arrive earlier and inquire about Father Feodor, the barkeep replies that he does not know anyone by that name.

Any one of the PCs could meet with Reiner at the appointed time. If more than that tries to crowd into the booth, Reiner calmly informs them that only one should enter. He tells the PCs that he has a dagger coated with manbane poised to stab Isabella in the abdomen should they try to force their way. Moreover, he coldly

reminds the PCs that they will be seen as the aggressors should they first draw steel and Dwarf law deals with such lawbreakers harshly. Both Manfred and Josef close in on the PCs should all of them gather at the booth.

The Deadly Game

Reiner does not care which one of the PCs enter the booth to talk with him, so long as there is only one. There are two full pints of dark bitter on the table, ordered by Reiner before the PCs arrive. He offers the PC a pint before they begin their discussion. Distrustful of Reiner, the PC may turn down his offer. Another option is that the PC might ask Reiner to sample both pints to ensure that neither is poisonous. Reiner shrugs his shoulder and complies with the request, watching the PC the whole time. He then pushes one of the pints towards the PC, but leaves the second within reach in the event the PC prefers the one not offered.

Reiner has administered a deadly, but slow-moving poison to both pints. He also forced the still drugged Isabella to drink the same poison as a back-up plan should the PC refuse to drink.

Reiner studies the PC in intense silence for a few, uncomfortable moments. His purpose is to see how the PC reacts to such scrutiny. The assassin then leans back, but keeps the dagger poised to quickly strike Isabella should the PC decide to be a hero.

Reiner then tells the PCs how he and his men were sent to find the PCs. He refers to his Master as a thorough man who takes little to chance. The PC might assume Reiner is referring to one of the Haiders and drop the name to rattle the assassin. Reiner doesn't even pause at the bait, preferring to describe how he learned they were cleverly travelling with the gypsies. He described how he and his men fell upon the gypsies that fateful night and the horrifying details of how they butchered a number before rounding the others up for "intense" interrogation.

The PC should be taken aback by the brutality of Reiner's attack. The PC may well ask at this point, why Reiner brought Isabella with him to Karak Hirn, as well as her apparently drugged state. The assassin ignores the PC's concern and instead relates what took place once he and his men caught up with Alban Handler. Reiner emotionlessly tells the PCs that the pedlar was willing to tell everything he knew, but that his men needed the practice of beating information out of anyone deemed as an accomplice. The assassin then graphically describes the beating.

The PC may insist that Reiner get to the point of this discussion. Reiner informs the PC that he intends to kill him and his companions. The assassin comments that he added a poison to the ale (if the PC drank any) and forced Isabella to drink the same. Reiner further advises the PC that the effects of the poison will be felt in about three days when the imbiber begins to feel nauseous and weak. Pains in the joints will follow within a day after that as all muscles in the body begin to convulse and contract. Reiner concludes by stating a horrible death ensues soon after the onset of the excruciating pain.

Pausing momentarily to enjoy the PC's revulsion at the prospect, Reiner tells the PC that there is one known antidote to this specially concocted poison. He informs the PCs that a plant called Rhya's Passion, which is easily recognisable by its purple foliage and cream-coloured flowers, can be found at the headwaters of the River Gnam about a day's journey to the southwest of Karak Hirn. The root of the plant must be eaten raw and a half-gallon of tea brewed from its leaves imbibed before the onset of pain in order to neutralise the poison. Once the pain begins, it will be too late to stop the agonising death.

The PC may decide lunging to attack Reiner might be the best course of action. The assassin is ready for any attack – including magic – and will use his greater speed (initiative) and experience to pre-empt such an attempt. The poison-coated dagger pointed at Isabella could

just as quickly find itself imbedded in the PCs' chest.

Once he concludes his end of the conversation, Reiner arises from his seat and notifies the PC that he leaves the gypsy woman in his care. She has served her purpose and Reiner has no further need of her. Reiner also cautions the PC to be wary of unforeseen dangers when they travel for the antidote. Reiner departs the booth and signals for Manfred and Josef to follow him. The three then depart the Merchant Halls in the waning light of evening, having collected their weapons from the guards at the door.

Dilemma

Reiner set an obvious trap for the PCs. The story of the exotic poison and antidote could simply be a device to get them to leave the safety of Karak Hirn and risk an ambush. On the other hand, what if the stories – particularly about the poison – are true? The PCs could spend time looking for a priest or wizard who can neutralise poisons, but every failed effort brings any poisoned closer to death.

If only Isabella was poisoned, cold-hearted PCs could leave the gypsy to her unwarranted fate. It is inevitable that at least one PC in the group will give this heinous option some thought.

One option the PCs may undertake is to quickly gather their weapons and go after Reiner and his men for a showdown. The attraction of this option is that it gets the inescapable over with rather than endure the anguish of the unknown attack. Reiner and his men would certainly welcome this option as it serves their desire to complete the assassin job without further delay.

If the PCs can manage to attack Reiner and his men in sight of the Dwarf guards, the latter will not leave their post to assist the beleaguered PCs. As far as the Dwarfs are concerned, the fight is nothing more than a private feud and should be allowed to run its course. In fact, the Dwarfs might wager with one another on its outcome.

Another option is to approach Bartek or Elassir to find a cure within the Dwarfhold. This will be a time consuming affair as poisons and herbs are not the forte of either of the two. To make matters worse none of the herbalists have ever heard of any medicinal value attributed to the described plant. Any herbalist the PCs encounter will confirm that the plant does exist at the headwaters of the River Gnam as well as in other alpine moors (none of which are as close to Karak Hirn).

The PCs might take the prudent course of notifying Karelia about the situation. When she learns of their plight, Karelia joins their quest for the antidote, no matter the danger. She is quite keen on any knowledge the PCs and Isabella have on the assailants.

Should the PCs decide to take matters into their own hands without Karelia, then they need to secure a writ of passage from the guards at the gate before departing. Without such a writ, the PCs can expect a difficult time re-entering the Dwarfhold.

Run for Your Life

The only viable option for the PCs is to run the gauntlet and make their way to the source of the River Gnam. Should they first inquire, the PCs learn that the path is very rugged and not at all suited for horses. The distance is about 10 miles and will take a whole day.

There are many ambush sites from which Reiner and his men could stage their attack. Departing from the Dwarfhold at sunset the previous day gave Reiner a head start in reaching the place of their planned assault: the headwaters of the River Gnam. At some point in their trek, Josef takes some time to cover the threesome's tracks. His efforts are rather hurried, but it does impose a -10 modifier to any roll by a PC using the *Follow Trail* skill.

If the PCs plan to depart in the morning, they find an alert Isabella eager for vengeance. Her

gypsy blood is up and nothing the PCs can do will dissuade her from accompanying them to find the antidote. The PCs may ask the Strigany what she remembers anything of Reiner's plans.

Although she was constantly drugged enough to be compliant during her ordeal, Isabella recalls some of their conversation. She knows that Reiner is an assassin and works for a man simply known as the Master of Hess Tower. From his talk, the assassin is a rigidly devout, perhaps fanatical, follower of Sigmar. Reiner also had a perverse interest in drugs and poisons and often would tell her tales of the effects of some of the unnamed poisons he developed.

Of the other two, Isabella can also say they both are cruel men who have apparently worked with Reiner in the past. The man called Manfred is a veteran of the wars in the north, but had been summarily discharged for his sadistic treatment of his men. The other, Josef, is simply a bounty hunter who delighted in mistreating his captives before turning them over to the authorities. He often told stories of his brutality around the campfire during her captivity.

The journey up the River Gnam is demanding. The PCs have to first negotiate the descent to the river from the far side of the bridge. There is a narrow track that takes the PCs along the gorge's edge for about a mile until it reaches the watercourse. From that point, the PCs must blaze their own trail. Eventually, the river winds into another canyon as it ascends in elevation. After travelling nine miles through the rugged landscape, the PCs come into an alpine moor several hundred yards wide.

Reiner and his men position themselves near the opening of the moor, about fifty feet high on one of the mountain sides. The men are surrounded by rocks in a very defensible position with clear lines of fire they intend to use. The plan is to shoot the PCs as they enter the moors, where cover is nothing more than five foot tall bushes (soft cover) and the occasional tree. There are larger rocks and boulders along the bottom of the

mountainside, which lies about seventy yards from the meandering river.

Wary PCs with the *Sixth Sense* skill realise the group is being watched and will have a round to shout a warning before Reiner and his men begin shooting. Should the PCs react without hesitation and run straight, they could reach the boulders in one round. PCs trying to zigzag in order to confuse the aim of the shooters take an extra round to reach hard cover.

The goal of the ambushers is to scatter the PCs as much as possible so they can take one out at a time, while savouring the fear they might instil in the other victims. Reiner, in particular, would like to attack with as much brutality as possible. He will execute any who surrender, giving no quarter in this fight.

Should the ambush become a stalemate, Reiner and his men use covering fire so they make their way slowly down slope to close with the PCs. The tactic will be obvious given the PCs will be able to see the attackers move from cover to cover as they descend. Likewise, the PCs could use the same tactic to reach higher ground in order to take out the three killers.

Though the PCs do not know it, taking any of the three captive in order to gain information is futile. Manfred and Josef know nothing about the Sacred Hammer – much less their plans – and Reiner will never talk other than to gloat that the time of change is coming and the PCs and other unbelievers will perish by sword and flame as did the unclean gypsies who gave them shelter. **[GM Note: Reiner will not further clarify his cryptic comment].**

If the PCs manage to drive off the attackers, Reiner and his men will find a different location from where they can launch another ambush.

Once the PCs chase off or kill the attackers, they can easily find the plants Reiner described. Unfortunately, the PCs will have to camp for the night as the travel to the headwaters of the River

Gnam, coupled with the ambush, has taken the entire day. The sun has set behind the mountains and the PCs only have time enough to gather wood for a fire, collect the plants needed to neutralise the poison, brew tea for its leaves, and find a defensible location for camp.

They also have just enough time to pray to the gods that nothing comes upon them in the night.

Should she survive the attack, Isabella asks if she can accompany the PCs until such time that she could find a way to join the rest of her kin. She does not expect them to protect her as if she were helpless. Isabella intends to pay her debt to them in any way she can, even if that means sharing in whatever danger they face.

The PCs might point out that their goal is to extract their own revenge on those who hire

Reiner and all the others who hunted them. Such a statement might even entice Isabella to accompany them on their quest in order to avenge her murdered kin.



Reiner Eckehart, Assassin (ex-Protagonist, ex-Duellist)

Reiner is relatively non-descript man in his mid-30s with mousey brown hair, dark brown eyes and of medium height and build. He is also a sadistic brute who had been imprisoned and awaiting death for murder in St. Quintus Prison in Pfeildorf. Reiner was recruited by Erich Honecker (Herr Haider’s manservant) to put his special talents to use for the Church of Sigmar. Reiner agreed to terms and was sent to Hess Tower for indoctrination and training as a Shadow Hunter. Reiner has since been the Master’s weapon in removing the few unfortunates who have uncovered or inadvertently interfered with the Order of the Sacred Hammer.

Reiner has a tattoo on his upper right shoulder of a hammer superimposed on a twin-tail comet ascending (the opposite of its normal descending orientation).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	64	62	4	7	13	64	4	62	54	67	68	56	50

Skills: Concealment- Rural, Concealment- Urban, Cryptography, Disarm, Disguise, Dodge Blow, Etiquette, Marksmanship, Prepare Poisons, Read/Write, Ride- Horse, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon- Blowpipe, Specialist Weapon- Fencing Sword, Specialist Weapon- Firearm, Specialist Weapon- Fist, Specialist Weapon- Flail, Specialist Weapon- Lasso, Specialist Weapon- Parrying, Specialist Weapon- Pistol, Specialist Weapon- Throwing Knife, Specialist Weapon- Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Rapier (I+20, W-1), Mail Shirt (1AP body), Garrotte, 4 Throwing Knives (R4/8/20, S Caster, 1 round to grab and throw), Arquebus (R 30/60/300, S3, 3 rounds to load and fire)

Manfred Klemperer, Mercenary Sergeant (ex-Mercenary)

Manfred is in his late 20s, around six foot tall, blue-eyed, muscular-build with a shaven head and close trimmed black-beard. Manfred is a ruthless fighter and lacks self-discipline. He has served in the private armies of many Barons, but generally for a short-time before running afoul of authority and military protocol. Manfred has worked on a few past assignments with Reiner, usually in those situation requiring muscle and a willingness to use violence without hesitation.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	56	53	4	5	11	53	2	41	42	43	44	43	41

Skills: Acute Hearing, Disarm, Dodge Blow, Consume Alcohol, Gamble, Ride- Horse, Secret Language- Battle, Street Fighter, Strike Mighty Blow, Strike to Stun.

Equipment: Axe, Mail Shirt (1AP body), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, and Purse (5 GCs, 14 shillings, 16 pennies).

Josef Buchner, Bounty Hunter (ex-Bodyguard)

Josef finds joy in the misery of others, which makes him a successful, if merciless, bounty hunter. Josef is fairly short – standing 5 ft 7 in – and his muscular build standing to turn soft from too much ale as well as age (he is currently in his mid-30s). The dirty-blonde haired, hazed-eyed bounty hunter has found Reiner a good employer as the leader of this expedition allows Josef to find his pleasure abusing victims before they are disposed. Josef is also paid well for his tracking abilities whenever Reiner needs to run down his quarry in wilderness areas.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	52	43	4	3	8	42	2	32	33	36	45	34	30

Skills: Disarm, Follow Trail, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon- Fist, Specialist Weapon- Lasso, Specialist Weapon- Net, Street Fighting, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Mail Shirt (1AP body), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, Rope, Net, 3 pairs of manacles, and purse (2 GCs, 24 shillings, 10 pennies).

Field Trip

Once the PCs have recovered from the ordeal with Reiner Eckehart and his men, they (including the rescued gypsy woman if she is still with the PCs) are summoned to meet with Bartek. He tells the PCs that he has made arrangements with Karelia to hire the PCs for a small job. The PCs might be a bit apprehensive, particularly if they are in the midst of training for a new career. Bartek assures them that the job

only requires four days of their time and they will be paid well for their effort.

Bartek imparts to the PC that they are to accompany Loremaster Zamnil on an expedition to one of the nearby mountain peaks. He relates that Zamnil studies the affects of long-term weather patterns on the plant life in the area south-east of the Dwarfhold. Bartek advises the PCs that the job will likely be a boring one, but

the experience of travelling in such terrain might be beneficial in some way. The Loremaster also mentions that a Dwarf scout will also accompany the expedition so no one will get lost.

Bartek hands the PCs each five GCs and inform them that will be paid an addition ten each when they return. He then asks them to gather their gear and meet him at the gates leading into the Dwarfhold in fifteen minutes. Before they depart, Bartek reminds the PCs to leave any bows unstrung, guns unloaded, and the blades of two-handed weapons covered. He advises them that the guards at the gate, much less then constabulary, may mistake their intentions should they look ready for battle.

The time is more than enough for the PCs to gather their things and track down Karelia. The arbitrator confirms that Bartek has paid her for the PCs' services for a four-day trip. She trusts that the PCs should be able to provide protection for the Loremaster while she remains behind assisting Ellassir and Bartek in their research. Karelia also suggests getting out of the Dwarfhold for a few days might benefit the PCs.

Beyond the Inner Gates

A large set of fortified, stone doors at the far end of the main Merchant Hall marks the entrance to the rest of Karak Hirn, guarded by a company of tough-looking Dwarf warriors (Iron Breakers). Should the PCs arrive before Bartek, they notice that traffic through these doors seems to be restricted to Dwarfs and men who dress in similar fashion to the Dwarfs.

Bartek arrives moments after the PCs, apologising for having been caught up on a point of Imperial history with Ellassir. He is carrying three lanterns, which he then passes to the PCs. Bartek informs them that they will need the lanterns as the Dwarfhold tends to have less light than the Merchant Halls.

Bartek approaches the doors and speaks to one of the warriors posted there in Khazalid. Any PC

who understands the Dwarf tongue hears Bartek explain that he is escorting the PCs through the Dwarfhold as they are to meet with Loremaster Zamnil Fennisson. They are to escort him to his research site to the south-east and they need to keep their gear to do so. Bartek gives his word that the PCs will not engage in any mischief while they are within the kinhearth (the Dwarfhold proper).

The guard calls over his superior to discuss the matter with Bartek. They agree that a guard will accompany Bartek and the PCs until they leave the kinhearth. Bartek turns and advises the PCs that he has personally vouched for their behaviour whilst they are within the Dwarfhold. He recommends that any wizards or Elves among the PCs to pass over their weapons and magical ingredients to the guard accompanying them. Bartek assures the PCs that everything will be returned to them once they depart from the Dwarfhold. The Loremaster wants no misunderstandings to take place, especially since the Dwarfs are extending a great courtesy by allowing them to pass through the Dwarfhold rather than make them take the long way around the mountain.

With lanterns in hand and following Bartek, the PCs are led into a long corridor, over two hundred yards in length and with an arched ceiling, twenty feet in height at its centre. The passageway is wide enough (roughly sixteen feet) for two carts to pass one another and is lit every ten yards by a lantern. PCs looking at the lanterns easily note that there is no flame within, just a light emanating from within a clear crystal, much like within the Merchant Halls.

The corridor finally opens into a huge and deep cavern. Given the limits of the light of their lanterns and those on the walls, all the PCs can see is that the ceiling disappears into the darkness as does the bottom. The surrounding dark of the cavern plays havoc on any PC suffering from the fear of darkness (nyctophobia) as well as open places (agrophobia). PCs with these maladies must pass a **CI** test to continue.

Failing the test means that the PC suffers -10 to **CI** and **WP** characteristics for the next hour and needs to be supported in crossing this cavern by either being tied to or clasping hands with his fellows. A failure of over 30 points means that the character has wet his pants in fear and gains one **Insanity Point**.

The road they are on turns to the right at an angle and follows the side wall. Should the PC peer over the left, they see nothing but darkness. It will take their eyes a moment to see small pools of orange light in the darkness below. Bartek cautions the PCs to be careful as it is a several hundred foot fall to the smelting workshops on the floor of the cavern. The PCs can also see the dim outline of and hear the clanging sounds of steam-powered machines (lifts and cranes) on the other side of the over two hundred feet wide chasm.

A short walk later, the pathway turns towards the left and over the chasm in a single span. Characters with agrophobia need to make another **CI** test (with any negative modifier noted above) to cross the bridge unassisted. In addition to the effects of failure noted above, the affected character is simply unable to cross over. The only way is to blindfold the individual in some fashion (blindfold, bag over head) and lead them by hand or arm to the other side.

As the PCs walk across the span, they can feel the heat rising from the furnaces below. They can also see the cranes and lifts working to bring up as well as lower miners and materials. Mule-pulled carts wait near the machinery to bring processed metals and cleaned gemstones into the Dwarfhold and unload foodstuffs and kegs of ale for the labouring miners.

Once over the chasm, the PCs enter a short passageway “guarded” by two ten-foot tall statues of a Dwarf with a pickaxe.

Inside the Dwarfhold

The PCs enter a huge, well-lit chamber with a vaulted ceiling forty feet in height. The massive

pillars are decorated with scenes of Dwarf life and hold the ceiling above the large, two-storied, stone and wood buildings. Though the architecture is different (for example, flat roofs and none of the buildings look run down), the scene in this huge cavern is not much different than what the PCs would see in an Imperial town, just larger. There are easily more Dwarfs on the streets than the PCs are likely to have seen in one place. Bartek informs the PCs that they are in the Hall of Clans where most of the Dwarfs of Karak Hirn live and work.

The PCs may wish to have a good look around, but Bartek quickly dispels any such notion. He reminds the PCs that they are guests passing through and they do not have leave to wander about at will. Additionally, the PCs have an appointment to keep. Bartek does tell the PCs they do have time to stop by the Hall of Loremasters.

Bartek leads the PCs towards the right along several streets and turns. Looking about, the PCs notice that all the buildings they pass tend to have workshops or large common dining halls on the ground floor. The first floor of the buildings looks to be residential flats. The PCs can also see that they are drawing attention. As they move along the streets, a number of Dwarfs stop their activities to watch the PCs pass-by. Should the PCs have an Elf among their number, the Dwarfs actually scowl at the entourage, a few even making obscene hand gestures.

The Library of Karak Hirn

The PCs come to a corridor which has a statue of a Dwarf holding a book in one hand and a stylus in the other at its entrance. The passageway continues for a hundred yards before it comes to a large, ornate set of ten-foot high double doors. Bartek opens the door and motions the PCs to step through.

Once inside, the PCs come into the top of eight levels within the library. The centre of the library is an open atrium with a large spiral

staircase that connects the inside edges of each floor to the floor ninety feet below. The ceiling in this hall only rises to twelve feet about the top floor. The PCs can also see that shelves are built into the stone walls through, containing either books or scrolls.

The PCs' attention is brought back to the Dwarf behind the desk loudly clearing his throat. Bartek explains that the PCs are with him and they await the arrival of Loremaster Zamnil. As if on cue, an ancient Dwarf appears from behind a smaller door on the wall with a sling bag, wide brimmed grey hat, and walking staff. Bartek introduces the PCs to Loremaster Zamnil.

Through the Citadel

Continuing on their way, Bartek leads the PCs to the right along the rock wall of the Hall of Clans until they reach a large corridor heading off to the right. The passageway is much broader and taller than the one the PCs used to enter the Hall of Clans. Bartek informs the PCs that the corridor leads to the Hall of Kings and Hall of Temples, neither of which the group will be visiting. Instead, they are making a straight line to the Inner Citadel where they are to meet up with the expedition's guide, Slef Kargunsson.

The PCs can see two sets of great doors opened before them. The first doors are each fifteen feet high and five wide and made of thick oak reinforced with knobbed bands of brass to give them strength. Guarded by a small detachment of Dwarf warriors, these doors lead into another large hall. Large pillars hold the vaulted ceiling forty feet above the floor.

The PCs also notice a low stone wall is built across the hall with an opening in the middle through which traffic can pass. Looking around, the PCs can see large fire pits along the far wall. Bartek tells the PCs that the Inner Citadel is also called the Great Kinhall, a place where all craftguilds gather together for a great feat during the Day of Remembrance and other occasions. It

is also a place where the Dwarfking marshals the Dwarfhold's army in times of war.

The second set of doors is even larger than the first set and leads to the surface portion of Karak Hirn. The doors are each twenty foot tall and ten feet wide. These doors are reinforced by thick metallic bands and there is machinery (winches) that appear to open and close these doors from within. A visibly impatient Dwarf stands near the guard detail at the right door holding a tether to a heavily laden mule. "About time you showed up," is the best the scout can mutter.

Bartek makes the introductions of the PCs to the scout. Slef sizes up the PCs and asks if any of them have experience climbing mountains. He passes each a thick, resin-treated, fur-lined, hooded cloak and advises them that they will need such as the mountains get very cold at night, particularly if they set camp near the tree-line (the altitude above which trees no longer can grow). At this point, Bartek bids the PCs farewell and returns to the interior of the Dwarfhold. The PCs pass through the door and the twenty-foot thick walls of the Citadel behind the scout.

Slef leads Loremaster Zamnil and the PCs down a gentle slope towards the gate of the thirty foot high inner curtain wall. As the PCs turn to look at the massive, sixty-foot tall Citadel, they see an impressive architecture marvel as the face of the structure looks as it were sculpted from a single, yet massive, piece of granite. Over forty feet above the main doors, the PCs can see another opening where a number of Dwarfs can be seen moving about large crane. In front of them, the PCs can see the barrels of huge cannons atop the towers of the inner curtain wall.

The PCs enter an outer bailey as they head down the slope towards the thirty-foot high outer curtain wall over a quarter mile away. The path curves to the right to the gatehouse. Should the PCs look over their right shoulders when they near the gatehouse, they see a small village on the south side of the inner curtain wall. Once through the

gate of the outer curtain wall, the PCs cross a bridge spanning an eighty foot chasm. A path veers off from the bridge towards the left.

Into the High Country

Slef informs the PCs that they will be travelling towards the right, essentially cutting their own trail through the rough country. Slef passes the tether for the mule to the PC he deems will be the weakest in a fight. If need be, the scout explains that he needs his hands free if he is to properly lead the expedition to the site. Loremaster Zamnil wishes to survey. Slef also advises the PCs to keep an eye out for creatures of the air as well as those on the ground. He slyly comments that there are many creatures which would as soon eat the mule as any of them. Zamnil joins the younger Dwarf at the front of the expedition, leaving the PCs to decide their own deployment for the journey.

In terms of distance, the journey is less than eight miles from the Dwarfhold and takes nearly six hours. The vertical distance travelled, picking their way up mountainsides and down the ridges, is exhausting and time consuming. Experienced in mountain travel, the two Dwarfs often times find themselves getting too far ahead of the PCs and must stop to allow them to catch up. Breaks also occur frequently as the air thins the higher the PCs travel.

After four hours of travel, the altitude begins to wear on the PCs. Unless the individual has lived in the mountains, they must take a **T** test or avoid the effects of altitude sickness. A failure of 30 or less, reduces any characteristic tests by -1/-10 until they are able to rest at camp for an hour. Failure of over 30 points reduces any characteristic tests by -2/-20 as the PC suffers from an excruciating headache, deepening fatigue, and a touch of nausea. The suffering PC must rest at camp for over two consecutive hours to recover.

By the end of their journey, the PCs have climbed three thousand feet in altitude. As the

trees have thinned, the cold wind picks up. Slef informs the PCs that they will be setting camp near a collection of boulders just below the tree-line, which will give them protection from the wind and a defensible position to fend off any possible predator. The scout adds that he will only permit a small campfire so the expedition does not draw unwanted attention.

Slef uses the opportunity to teach the PCs how to build temporary lean-tos for shelter. Should the PCs already have such skill, Slef sets them to the task while he goes about setting snares in the deeper forest, collecting wood, and gathering some berries and tubers to supplement the dry rations he brought. The mule is tethered near where it can graze during the dawn.

Slef notifies the PCs that they will be responsible for being on guard during the daylight hours as he will use the time to catch up on his sleep. The Dwarf scout plans to split the night watch with Loremaster Zamnil unless there are PCs with *Night Vision* who can take up some of the slack. As night draws near, the temperature on the mountain drops dramatically. The cloaks Slef brought enable the PCs to sleep comfortably.

Foraging Parties

The expedition remains in the area of their campsite for two full, dreary days. The wind does not appear to slacken at any point of time, adding to the PCs' misery. Those who failed their altitude sickness adjust to the thinner air, but not the wind. If they are too bored, Slef sends them off to explore the surrounding area to make sure there aren't any surprises.

The PCs find a cave about 200 yards downhill from their campsite. Should they explore it, the entrance is fifteen feet wide and twelve high. The cavern reaches back around thirty feet before descending into the darkness. Concerned about hidden creatures, the PCs might try to explore the cave in search of evidence of occupation. They find nothing in their searches other than bats in the recesses.

The PCs may inquire of Slef of the possibility of moving the campsite to the cave. They could argue that it's not too far to the area Loremaster Zamnil is exploration and it would provide better protection from the elements. Gathering clouds from the northeast of their first full day at the site might provide an impetus to their request. After some moments of the PCs making such a plea, Slef tells the PCs to lead him to the cave so he could inspect it. After some searching, the scout finds no evidence of other creatures inhabiting the cave. If the PCs do nothing, the expedition spends a cold, wet afternoon and evening at their campsite.

Whether or not the expedition ever sets camp in the cave, a foraging party of Night Goblins enter the cave from the deeper tunnels in search of food on the PCs' last night on the mountain. The Goblins catch the PCs' scent as they near the entrance. In silence, the Night Goblins creep closer to the expedition before launching their attack. Of the two Dwarfs, Loremaster Zamnil is on watch at the time of the attack along with whatever PCs joined him. Any PC on watch gets to take a Listen test for soft noises (+10 for Acute Hearing) or Observe test (must have Night Vision, +10 for Excellent Vision) to hear or see the Goblins approach one round before Zamnil hears them and sounds the alarm.

The Night Goblin's favourite strategy is the unimaginative mass frontal attack, particularly since they should outnumber the expedition by at

least three to one. Zamnil's shouts only give the expedition time enough to grab a weapon. Donning armour is not an option in this fight.

At the end of the second round of fighting, another element enters the fray. A foraging party of Lizardmen have been stealthily tracking the Night Goblins in the dark for about ten minutes before the latter attacked the PCs. Seeing an opportunity for a variety of meat, the Lizardmen joined the fight trying to kill either Night Goblins or PCs.

Competition for scant sources in the underground tunnels outweighs all other considerations as the leader of the Night Goblins (if he survived the first two rounds of combat) shouts an order to ignore the expedition and fight the scaly interlopers. Seeing the shift in the Night Goblins focus, Slef uses the opportunity to extract the PCs from the fighting with their equipment. He grabs and pushes each PC in turn towards Loremaster Zamnil and the pony so they can make their escape. Slef also retrieves any PC fallen in the fight before either creature gets a chance to make a meal of the character. Leantos, provisions, and gear other than weapons, armour, and the Loremaster's things are left behind in the night escape.

Slef covers the PCs' rear as they slowly follow the Loremaster down the hill and away from the fighting. By dawn, the expedition will be some distance away and on their homeward journey.

Night Goblin Foraging Leader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	35	4	3	7	30	1	18	18	18	18	18	18

20 Night Goblins)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	7	20	1	18	18	18	18	18	18

Possessions: Sword, Shield (1AP all over), Black Leather Robes and Hood (0/1AP all over)

Psychological Traits: Night Goblins are *subject to animosity* towards other goblinoids and tribes. They also *hate* Dwarfs, and *fear* Elves when they do not outnumber the latter by at least two to one.

Special Rules: Night Goblins have *Night Vision* range of 30 yards.

Zamnil Fennisson, Loremaster, ex-Herbalist, ex-Scholar

An ancient Dwarf of indeterminable age, the four foot eight inch, slender-built (for a Dwarf) Zamnil comes across as a kindly and somewhat scattered individual who has been involved with his study for far too long. Zamnil's grey beard is somewhat unkempt and his appearance rumped. When pushed into combat, Zamnil's personality changes from a kind-hearted old scholar into a smiling, somewhat crazed fighter. The crazy old fool even breaks out into some rousing bar-room song in the Dwarf tongue.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	51	32	3	6	13	61	1	53	82	77	92	94	31

Skills: Arcane Language- Druidic, Arcane Language- Arcane Dwarf, Arcane Language- Magick, Art, Astronomy, Cartography, Chemistry, Cryptography, Cure Disease, Demon Lore, Engineer, Evaluate, Heal Wounds, Heraldry, Herb Lore, History- Dwarf, Identify Magical Artefact, Identify Plant, Identify Undead, Law (Dwarf), Linguistics, Magical Awareness, Magical Sense, Metallurgy, Mining, Numismatics, Orientation (underground only), Palmistry, Read/Write Khazalid, Rune Lore, Scholarship (Heal Wounds, Identify Plant), Scroll Lore, Sing, Speak Additional Languages (Reikspiel and Tilean), Spot Traps, Supernumerate, Theology (Dwarf pantheon).

Equipment: Axe, Stylus with Book of metallic foils, Sling Bag with various herbals (mostly Arnica with some Blackroot) and collection kit.

Slef Kargunsson, Scout, ex-Hunter, ex-Mountaineer

When leading the expedition, Slef is like a drill-sergeant making sure everything is at it is supposed to be and does not tolerate slackers from doing their fair share of work. The five-foot tall, muscular Slef keeps his red-brown beard well combed and braided with gold wire. The scout expects that the expedition will be a success under his watch and does whatever he can to safely return everybody to Karak Hirn. In combat, Slef is grim and silent as he lets his axe do his talking. Slef does not have a Slayer's mentality ("blindness") in a fight and will attempt to safely withdraw when the numbers are against him.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	63	44	4	5	13	42	2	34	65	46	64	64	21

Skills: Animal Care, Concealment Rural, Follow Trail, Game Hunting, Immunity to Poisons (Scorpion, Snake, and Spider venoms), Mining, Orientation, Scale Sheer Surface, Secret Language- Ranger, Secret Signs- Scout, Secret Signs-Woodsman's, Set Traps, Silent Move Rural, Ski, Smithing, Specialist Weapon- Arquebus.

Equipment: Axe, Mail Shirt (1AP body), Shield (1AP all over), Arquebus and ammunition (R 30/60/300, S3, 3 rounds to load and fire), 6 iron spikes, 2 coils of rope (10 yards each), Grappling Hook, 3 animal traps.

Lizardman (Saurus) Foraging Leader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	4	4	12	40	1	18	89	18	89	89	10

12 Lizardmen (Saurus)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	4	12	30	1	18	89	18	89	89	10

Possessions: Sword, Shield (1AP all over)

Physique: Lizardmen vary in height from four feet (the younger warriors) to six foot six inches (for the oldest) tall. Lizardmen have tough, well-muscled arms and legs, thick necks, and typical reptilian heads. Their bodies and long and powerful tails are covered in tough scales, which range in colour from dull browns to iridescent blues, reds, and greens.

Psychological Traits: Lacking the facial muscles of mammals, Lizardmen never display emotions. They are immune to *fear* and *terror*.

Special Rules: The tough skin of Lizardmen count as 1AP all over. They also make poor captives, being unable to understand even the slightest questions and seeking to escape at every opportunity. Lizardmen eat captives of other races and assume that these races do likewise, so they perceive little risk in escaping, even if odds are heavily stacked against them. In addition, Lizardmen are immune to the stench given off by Troglodytes (Kroxigors) and use them at times as troops. Finally, Lizardmen have Night Vision to a range of 30 yards.

Sidebar: Adventuring in Karak Hirn

Some GMs may view the Karak Hirn portion of this scenario as an opportunity for their players to experience something different than what they have in the Empire. The **Karak Hirn: Heart of the Hornberg** sourcebook has a number of adventure hooks that a GM could use as a basis for further exploration of the Dwarfhold. In particular, “To Bait a Trap” from the sourcebook would be a good follow-up to “Field Trip.”

In the playtest for this scenario, the GM created an excellent mini-adventure based on some of the political conflicts described from the **Karak Hirn** sourcebook. The description of the PCs’ experience can be read in the playtest write-ups that are currently available at www.MadAlfred.com.

The Forgotten Shrine

During the month of Sommerzeit, Bartek and Ellassir continue their research. The two are assisted by Karelia in their endeavour to understand the inner workings of the Church of Sigmar. PCs with an interest in Karelia might be somewhat distraught about the time she is spending with the Elf.

Any PC trained in the magical arts by Ellassir is likely not to have a license to practice magic in the Empire. Given the Imperial laws in such matters, using sorcery without such an official sanction can only lead to death at the hands of a witch-hunter. At the conclusion of any training, Ellassir will provide the PC with an official license sanctioned by the cult of Verena, which grants limited – albeit unspecified – privileges.

Handout #4

The Cult of Verena has vested ____ (PC Name) ____ (PC Name) ____ on ____ (date) ____ with the rights and privileges to engage in the study and limited use of Sorcerous Magicks as a member of the Societas Indagatorum Veritatis, otherwise known as the Seekers of the Truth Society.

These rights and privileges are detailed in Imperial Legal Code 2307.8.32.25a-k, appended to the 2307 Articles of Imperial Wizardry regulating the licensing of wizards and magister and use of magic in the Empire.

This license is valid for one year from date of issuance and must be renewed each year by the designated official in the Temple of Verena located in any of the provincial capitals.

Should the PC ask for a summary of what the legal code states, Ellassir smiles and replies that the cult of Verena – whose leading legal minds drafted the Imperial Legal Code – went to great lengths to ensure that neither the Colour Colleges nor any other body would be able to restrict the activity of the goddess' followers from pursuing Verenan ideals of truth and knowledge. The articles of law bar Verenan wizards from using sorcery in military operations or acts contrary to the interests of the Empire.

In the event Ellassir is impressed with his student, the Elf could elect to induct the PC into the secret Order of the New Dawn. The Elf invites Bartek to be a witness during the solemn ceremony in which the PC is required to recite oaths of secrecy, which are sealed with the giving of a few drops of blood. Ellassir concludes the ceremony of induction by presenting the newly inducted member of the New Dawn with a silver medallion. The image of an owl and book with the inscription "Indaga Verita" is on the one side of the medallion while there is an image of two mountains with an in-

laid mother of pearl representing the rising sun on the reverse. The medallion is worth 25 GCs.

Ellassir cautions the PC to keep the medallion hidden beneath his tunic or in a safe place unless he is visiting a Temple of Verena and wishes to make contact with another member of the Seekers. In addition, Ellassir instructs the PC to request an audience with the archivist of the Verenan Temple in Nuln or Altdorf in order to get in touch with the Master of the Order of the New Dawn or his chief assistant. The PC will be expected to show the medallion to prove his membership in the Order.

PCs who train under Ellassir to become scholars rather than wizards could also find themselves inducted into the Seekers of the Truth Society as a member of the Order of Scholars and Historians. Ellassir would issue the PC with the same medallion and warning about its display, but the Elf refers the PC to the master archivist within any Temple of Verena (who generally doubles as the local Master of the Order) in order to introduce themselves and learn of duties and by-laws of the Order as well as scholarly missions they may wish to undertake.

Abandoned Monastery

At the end of Sommerzeit, the PCs and Karelia are summoned to meet with Bartek and Ellassir at the latter's bookshop. Bartek tells the PCs that he has found a record of a Sigmarite monastery founded sometime in the 7th century I.C. in the mountains north of the town of Khazid Grentaz. The loremaster adds that the town lies near the Blackwood Pass on the western borders of the Dwarf kingdom.

Ellassir comments that Dwarf records place the abandonment of the monastery sometime in the early-20th century, some decades before the Wizard's War. Though the timing may be coincidental, the Elf suggests that it is possible that elements of the Sacred Hammer might have founded the unnamed monastery soon after their defeat at Faith's Cauldron and left it when they

believed the time to return to the Empire was upon them.

Elassir noted that another group took up residence at the ruined monastery over 100 years ago. Though uncertain of the resident Order, both Bartek and Elassir believe that it is possible that the monastery may still hold some clue to the return of the Eighth Theogonist as well as the goals of the Sacred Hammer.

The PCs may ask about the distance of Khazid Grentaz from Karak Hirn. Bartek replies that it should take no more than four days to reach the town providing no mishap occurs.

The PCs might have some doubt as to whether Bartek and Elassir have divulged all they know of the monastery. In defence of the two scholars, neither of them was aware of the existence of the historically recent arrival of this new band of monks until they came across a survey of the lands on the Dwarf kingdom's western borders. Having spent some time discussing aspects of the Church of Sigmar with Elassir, Karelia readily accepts the explanation he provides on the incompleteness of the newly uncovered information.

Wishing to learn more about the Eighth Theogonist prophesy as well as the plans of the Sacred Hammer, Karelia informs the PCs that they will leave Karak Hirn on Sonnstill for the monastery. She will make the arrangements to obtain provisions for the road while they do whatever preparation they need. Should she be asked, Karelia plans that the group will return to Karak Hirn with whatever information they gather.

Handout #5 summarises what the PCs have learned from Bartek and Elassir during their stay at Karak Hirn.

The Road to Discovery

Blackwood Pass is another trade road from Karak Hirn, but with the destination to the

settlements along the upper reaches of the River Söll. Much of the northern Tilean trade passes through the Cave of Echoes and Kreutzhofen to Sonnefurt before continuing on Blackwood Pass.

Blackwood Pass is much like Icy Wind Pass with respect to the Dwarf shelters that can be found every ten miles and no Dwarf settlement exists on the route until one nears the borders of the Dwarf kingdom.

After the first day of travel, the PCs find that the shelter where they hoped to spend the night is already occupied by a merchant band heading towards Karak Hirn. The group consists of two wagons of goods (dried fruits, wine, pottery, candlesticks and other manufactured products from the Toscania region).

Wary of bandits, the two merchants – Giuseppe Sforza and Francesco Ghirardelli – are unwilling to share space with the PCs. In fact, the twelve armed men they employ as guards emphasize the point when they level their crossbows at the PCs. This defensive act might not be enough to discourage the PCs from an unnecessary fight, but Karelia believes a confrontation serves no purpose and would rather spend the time looking for another shelter to pass the night.

The PCs are able to find a defensible location on the side of a mountain with a large overhanging rock covering a cave entrance. The cave goes back only fifteen feet with no other openings within, which gives them some protection from the elements. A nearby spring provides water for the travelling group and some grass for any horses they may have.

Fear of Flying

Anyone travelling in the mountains during the summer must be alert for more than bandits or trolls. Summer is the same season where monstrous flying creatures residing high in the mountains must care for and feed their young.

As the PCs journey along the Blackwood Pass on the second or third day of travel, each may take an **Observe** test (+10 for *Excellent Vision*) to notice a large flying creature with the forequarters of an eagle and the rear of a horse aloft, soaring on the winds and seemingly searching for something. If the party is on foot, they eventually see the flying creature disappearing around a side of a mountain with its talons extended. A loud cry indicates that the creature has found its prey.

Should the PCs be mounted on horse, there is a danger. The hippogriff is looking for large prey to feed its ever demanding brood. The horses catch the creature's attention as do the armed riders. Warily, the creature glides on the thermals, knowing that its opportunity is coming. Soon, the PCs find that stretch of Blackwood Pass winds its way on the sharp side of a ridge, exposing the group with no place to hide.

The hippogriff attacks with the intent of knocking its prey off the ledge and then collected the carcass from the mountainside below the road. Depending upon the terrain, the hippogriff

can either quickly pounce on its prey from the air or soar up the cliff face up rising thermos and slam into the creature with its talons. The trailing horse is the intended victim.

The PCs can better protect their mounts if they intersperse themselves among the horses as well as cover the front and back. The hippogriff has enough animal cunning not to land among a band of armed Humans. Should the PCs manage to wound the hippogriff as she launches her attack, they can beat off the creature. Given the speed of the attack, the PCs will only get three rounds to fire missiles or cast spells to persuade the hippogriff to seek prey elsewhere.

Once the creature closes on its intended prey, the PCs will be hampered in defence. The whole group will be unable to close on the creature and those nearest could well be in danger if their more distant fellows continue firing missiles at the creature.

In any event, a spirited defence sees off the hippogriff as does a successful kill by the beast (which promptly flies off with its prey).

Hippogriff

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	0	4	5	23	80	4	-	43	14	43	43	-

Physique: Hippogriffs are creatures of Chaos and have the head and wings of a large bird of prey, the forequarters of a large cat, and the hindquarters and tail of a horse. They are large creatures, well over ten feet long. Hippogriffs have one *bite* attack as well as two *claw* attacks and a *kick/stomp* to the rear.

Psychological Traits: Hippogriffs cause *fear* in living creatures under ten feet tall.

Special Rules: Hippogriffs fly as *swoopers* and the **M** characteristic above is given for ground movement.

At the Kingdom's Edge

Khazid Grentaz is a Dwarf village of 96 and supports the nearby border fort of Kazad Hraban. Its main source of wealth is the refining of ore, metalwork, and agriculture. The village is built on a rise nest to the pass and surrounding by a

wood and stone stockade. The watchtower at the gate provides a good view of the road and the surrounding valley.

The PCs arrive sometime in the afternoon, just as a merchant train enters the village from the west.

Standing behind the carts, the PCs can hear the guards at the gate asked the leader of each group seeking admittance to produce the writ of passage as well as require each person to state their name, place of origin, and business in the village. Should the PCs defer to Karelia, the arbitrator duly steps forward as the group's leader and produces the writ she obtained before leaving Karak Hirn.

The guards do not react to Karelia's claim to be seeking a nearby monastery. The guards know little of such matters and suggest she take the matter up with the village elder, Old Grom Whitebeard. The guards tell the group that Old Grom usually conducts business at the Fighting Dragon Inn in the village centre.

The Inn of the Fighting Dragon is the largest building in the village and prosperous. Its common room is loud and raucous since it is the last place one can relax and dine in comfort before the long stretch to Karak Hirn. With the aid of his family, Turlok Zelumsson runs the establishment and employs a Tilean cook from Miragliano, Luigi Rigatoni. The quality of the fare is enough to tempt Tilean merchants to loiter at the Fighting Dragon for a few extra days.

Turlok is also a capable brewer and has several varieties of quality ale for those of discerning tastes: Dragon's Froth (a dark-coloured malted ale which costs 1/3 a pint), Dragon's Breath (reddish brew for 1/4), and Dragon's Smoke (a dark bitter priced at 1/6). In addition, the Dwarf innkeeper maintains an extensive wine cellar for Tileans and customers with more delicate palates.

The nearby stables and warehouses are also part of Turlok's holdings, having been built and maintained over the generations his clan has owned the Inn of the Fighting Dragon.

The Village Elder

The PCs can find Old Grom easily enough as he is the oldest living person in the entire village with a long flowing white beard and thick, bushy

eyebrows. He sits in his usual place of honour, a corner table furthest from the fireplace, where he conducts business. Since things are fairly slow at this village outpost, Old Grom spends a lot of his time napping (or what he calls relaxing) with little to do other than enjoy his pint of Dragon's Froth.

Despite his snoring, Old Grom is a fairly light sleeper. As the PCs debate about waking him, the old Dwarf snorts before opening his blue eyes and inviting the PCs over. Adjusting his posture from one of blissful rest to attentiveness, Old Grom asks how he can assist the PCs. As she does quite often, Karelia pauses just long enough to see if any of the PCs are willing to take the lead, but not so much that it creates an awkward situation.

Old Grom knows of the monastery in the mountains. He tells the PCs that it had been abandoned for nearly five centuries before a band of "scholarly-looking" monks arrived 100 years ago looking for it. Old Grom was a young then, roughly ninety years old, and led the group of ten and their books to the ruins. Over the years, the monks would occasionally travel to the village for supplies, but generally they kept to their studies (or so Old Grom assumes). New monks would infrequently arrive and ask for assistance to get to the monastery. The village elder recalls the last monk arrived about twelve years ago.

Old Grom advises the PCs that the monastery lies some distance to the north and trail is quite difficult. The trek takes about a day and requires travellers -- the elder says with a smile -- to climb a total of 500 steps near the end of the uphill journey. Old Grom offers his grandson, Olef, to guide them to the monastery for a modest consideration of 5 GCs. The old Dwarf suggested the PCs plan to leave early in the morning if they plan to reach the monastery before evening. Old Grom tells the PCs that they will have to leave any mounts behind in the village. He states that the way is difficult for animals used to the flatlands of the Empire

Should the PCs ask more details about the monks, Old Grom answers that they wore brown robes and had medallions in the shape of a hammer. Old Grom wasn't interested in learning any more about the monks' attire, symbols or beliefs, so he cannot accurately answer any further questions.

The Long Climb

Whether the PCs have hired Olef Morluksson or not, they are directed to a small, partially overgrown path that heads northward from Khazid Grentaz and away from Blackwood Pass. The group needs to cover only ten miles, but the rough terrain and climb makes the trek slow. At times, the trail is exposed to the elements on the mountainside, while there are portions that are deep into the dark and forested recesses of the mountain's folds.

Near the end of the tiring day, the PCs round a bend to see the monastery sitting high on a large rock outcropping, about 1,000 feet above them. One end of the monastery abuts to the side of the mountain. The trail ends on at the face of a cliff, into which 500 steps has been cut. Olef (or Karelia, if the Dwarf has not been hired) suggests that the party take a breather before tackling the last leg of the journey.

From the top of the stairs, the monastery looks like a sizable complex laid out on a square floor plan with the mountainside forming one of the walls. It was actually a structure that encloses an inner courtyard, which gives some protection from the constant wind. There is dome at the end of the structure closest to the mountain, which Karelia recognises as a shrine dedicated to Sigmar. The only entrance to the complex seems to be a thick oak door next to the shrine.

There are fifteen monks at the monastery along with a small herd of goats. The inner court is spacious enough that the monks use it to grow their own food and the goats graze in the mountain pastures.

The monks are unused to company and are surprised when the PCs knock on the gate seeking admittance. It takes the middle-aged and slightly-built Brother Eusebius several moments to open the shutter to the door as he was tending to the garden rather than his sentry duties. Stammering in surprise, the monk asks the PCs' name and their business. Karelia steps forward if none of the PCs do and introduces all party before requesting lodging for the travellers and an audience with the abbot of the monastery. Forgetting his manners, Brother Eusebius asks the party to wait and then closes the shutter before heading to the Abbot's office for direction.

The PCs wait for fifteen minutes until Brother Eusebius opens the shutter again. He tells the party to remove their weapons and pile them next to the door. The PCs and their companion(s) are then to step back about ten paces so the monks can collect their weapons and store these. Once their task has been completed, the monks inform the PCs that they will be allowed into the monastery.

Karelia finds the whole arrangement unacceptable and steps forward. She informs Brother Eusebius of her position in the Officium Arbitrorum, presents her medallion as the badge of office and demands an immediate audience with the Abbot. Taken aback by her forceful reproach, Brother Eusebius assents to her request and opens the door for the arbitrator.

The Waiting Game

After a half an hour, the cold wind begins to extract a toll on the PCs. Brother Eusebius then opens the gate and allows the PCs to enter with their weapons. He cautions the PCs that the Abbot has allowed this concession based on assurances from Karelia that they will not draw their weapons during their stay. Brother Eusebius then introduces the PCs to Brother Herbert, the old man who is to take them to their quarters.

Brother Herbert walks very slowly as his age and rheumatism have taken a toll on him. The old monk is not very talkative and tries to ignore any prying questions the PCs may ask. He brings them to a cluster of cells close to the edge of the cliff where they are to stay. The cells are slightly smaller than the ones at the Abbey of St. Ewald in Eppiswald with a single small window providing illumination from the sun. The cells have a small cot, table, and pegs near the door where individuals could have their coats or cloaks.

Upon leaving, Brother Herbert informs the PCs that meals will be brought to them, so there is no need for them to wander about. He also indicates that the latrine is down the hall.

An hour passes before Brother Herbert returns, leading Karelia to the cluster of cells where the PCs are lodging. The arbitrator puts her gear away while Brother Herbert shuffles off.

Once the old monk is gone, Karelia motions the PCs together. She informs them that her interview with Abbot Goepfert was a strain. The monastery hasn't had any visitors in living memory, so their sense of hospitality is sorely lacking. Karelia did get the Abbot to admit his congregation are actually members of the Ordo Scriptoris. Their predecessors had moved from one location to another, always a step or two ahead of the Inquisition, before finding this site.

Karelia comments that the Abbot was concerned she would inform her superiors of their presence once she returned to the Empire. The arbitrator was able to negotiate an arrangement where she would vow to keep her silence of this monastery in exchange for allowing the group to investigate the site for clues about the previous occupants.

Karelia relates that the Abbot agreed to these terms. He then mentioned that the monastery was actually built for a larger community and there are sealed underground passageways that

ran into the mountain. If there were any clues as to the identity of the previous order, the Abbot reasoned that such would likely be found in the tunnels. The Abbot commented that his community did not have the number or inclination to explore these closed areas, so they could only speculate as to what may be found. He suggested that Karelia and the PCs rest before they undertake any exploration.

A short time later, several monks silently arrive to deliver a dinner of bread, goat cheese, vegetables and ale to the PCs. Once delivered, the monks withdraw to continue their normal routines.

Thinking It Over

It's very possible that the PCs may be hesitant about going underground. Some might think it a trap while others prefer to look around the monastery first to see if there are any clues. Karelia might agree that venturing into the tunnels may be dangerous, but she does believe that here is a much better chance that something hundreds of years old might be better preserved in the cooler underground than if such were exposed to the elements.

If the PCs are insistent, Karelia sends word to the Abbot that they group wishes to explore the above ground portion of the monastery before descending into the darkness. Abbot Goepfert objects as such an investigation will cause disruption in the community's routine. After much discussion, the Abbot agrees with allowing the PCs to search for clues in the church, scriptorium/library, and other communal locations. The PCs are not permitted to search the monks' cells or the Abbot's hall.

Such an investigation will take at least one full day, but in the end the PCs find nothing that would indicate anything about the previous group of monks residing at the monastery.

Sidebar: New Priest Ritual

Consecrate Ground (Ritual)

Spell Level: 2

Magic Points: 6

Range: Up to 20 yards x 20 yards

Duration: Up to one year (see below)

Ingredients: symbol of cult, censer blessed by Priest (both re-usable)

This ritual can be performed by a priest of at least second level to consecrate holy ground dedicated to her god. The dedicated area is usually walked about by the priest chanting the appropriate benediction while gently swinging the holy censer. When the ritual is completed, the blessed ground repels low-level hostile creatures – such as skeletons, zombies, demonic servants, and lesser demons – for up to one year. However, these creatures can still be summoned from within the boundaries of the consecrated ground if a summoner standing within its confines can first successfully pass a **WP** test. Such a summoning effectively defiles the consecrated ground, thereby ending the power of the ritual until it can be properly restored.

The ritual usually takes place before the building of temples and similar holy structures as well as periodically during the time the location is in service to the deity.

Into the Unforgiving Darkness

When the PCs are ready for the excursion into the sealed tunnels, Brother Eusebius is summoned to escort them to the entrance of the unused tunnels. The monk leads the group into the church and towards a door on one side of the altar (positioned towards Karaz-a-Karak to the east). He then leads the PCs down a staircase, which descends about twenty feet into a six-foot wide corridor. The passageway continues on for fifteen feet and ends in a locked and bolted door.

When they reach the entrance, the PCs may inquire about the elaborate security used to

simply lock off unused tunnels. Brother Eusebius mentions that there are underground-dwelling creatures who have been known to break into other tunnels, thereby gaining access to slaughter the unsuspecting. If Olef is accompanying the PCs, he mutters the following Khazalid words in response to the monk's comment: *grobi* (Goblins) and *raettom* (Skaven).

If the PCs inspect the door or its immediate area, they must make a **Search** test (+10 for *Excellent Vision*) to see a faint symbol inscribed above lintel, shaped like a hammer in an octagonal shape. Should the PCs ask Brother Eusebius about the symbol, the monk replies that he knows nothing about it having never noticed it before now. The inscription appears to be very old.

Brother Eusebius advises the PCs that he will be securing the door behind them as a precaution. The monk assures them that he has instructions to sit by the door and re-open it for them. Brother Eusebius provides the PCs with a sequence of knocks to indicate their return from the investigation.

Once the door is opened, the PCs may take the opportunity to inspect the back of the door for marks made by possible inhabitants of the tunnels as well as footprints. Dust that seep through the narrow opening between wall and door could provide clues of any recent activity.

Examination of the thick door reveals old, deep gashes on its backside, about half an inch deep. The scoring seems to consist of three parallel lines. If the PCs search, they also find man-sized impressions on the floor, but these were too old and covered with the dust to gain much detail. None of what the PCs find indicate anything recent, though determining the age of what they find (about a decade old) is impossible.

The Presence

Abbot Goeppert has been less than honest with Karelia. He knows that something lurks in the darkness of the sealed passageways. The

creature existed long before this chapter of the Ordo Scriptoris settled in the monastery. It was through the efforts of the first Scriptori priests to re-consecrate the ground in the name of Sigmar which drove the foul being into the recesses of the tunnels dug by the Sacred Hammer. The priests then sealed these to contain the otherworldly beast.

The presence of the arbitrator causes the abbot no small concern. The Scriptori has an isolated sanctuary where Abbot Goepfert hopes to gather the remainder of the order still residing in the Empire in order to rebuild the Ordo into a thriving order. At great risk to his dreams, Abbot Goepfert sees no other way to keep the secret of the Ordo intact but to allow Karelia and her companions into the forbidden tunnels in the hope the creature slays them all.

The creature in the tunnels is another manifestation of the Eldritch Guardian, summoned to protect the secrets of the Order of the Sacred Hammer held in the forbidden temple within the mountain. Instead of a man-like shape, the Guardian's summoners fashioned the magical creature into a hunchback creature with an oversized head, large fanged mouth, bat-like ears, three-finger talons at the end of its arms and thick, scaly skin rather than armour. Moreover, this particular Guardian can cast *Wilt Weapon* three times a day.

The Guardian does not need light to see its way around the dark. It has a type of echolocation, emitting clicks and short bursts of high-pitched squeaks when on the move. PCs may hear the Guardian coming at them before they see anything in the dark. The Guardian will hear the PCs well before they hear it, as the tunnels will echo the sounds they make. Under the cover of this noise, the Guardian sets an ambush for its first encounter with the PCs. This first encounter takes place as the PCs are deep in the tunnels, perhaps after they reach the destination described in the following section.

The Guardian uses the darkness of the tunnels to its advantage. Once it realises that it confronts an armed enemy (hopefully with the *Sword of St. Oswic*) who wields magic (at least, Karelia's meagre ability), the Guardian changes to hit-and-run tactics to create additional fear.

The Secret Church

Within the mountain, there are a number of side tunnels branching off from the main passageway. These smaller channels lead to small now empty caves. Many of these held emergency provisions or served as sleeping quarters in case of attack. The larger caves have other functions, such as serving as dining halls or areas of contemplation.

About 200 yards in length, the main passage eventually comes to a large cavern shaped by the hands of men into a magnificent eight-sided church. The vaulted ceiling reaches 30 feet in height and the pillars depict scenes from the stories of Sigmar. Behind the altar is a different sight than what the PCs have seen in other Sigmarite churches. Instead of a statue of Sigmar, the man has a look of a priest. The left hand seems to be raised in greeting while the right is behind the man's back. A quick glance from the back shows the right hand grasping the haft of a warhammer.

The inscription at the base of the statue reads:

"And the prophet said 'The Return of the Eighth Theonist will not be won by the open strength of arms, but rather through the mayhem caused by the unknown. For the peace betwixt the hammer and wolf, over a millennium in the making, masks the decadence that devours the soul of unbelievers or the deceived. Only the hammer wielded by the Eighth Theonist can bring everlasting peace through the utter subservience of Men.'"

PCs investigating the top of the altar find the following inscription:

"This offering of blood to almighty Sigmar conveys that absolute dedication of the Sacred Hammer to the rebirth of thy finest servant. He shall arise two millennia after the defeat of those who sought to protect your true Church from your earthly enemies. Through the blood sacrifice of unbelievers will the Eighth Theogonist be reborn with warhammer in hand at the place of his followers' humbling by the so-called Conqueror."

It should not take the PCs much to conclude that the blood-letting attempt to raise the Eighth Theogonist will take place at Faith's Cauldron near Übersreik sometime during the upcoming month of Nachgeheim. Karelia finds the whole concept of Sigmarites offering blood sacrifices an abomination as well as in opposition to Church teachings.

Olef Morluksson, Scout, ex-Herdsman, ex-Hunter

At 5 ft 2 in and 145 lbs, Olef is serious and quiet Dwarf, preferring to keep his mind on the business at hand. He dislikes idle chit-chat when in the field, favouring such pursuits only when in a tavern with a pint or two of ale in front of him. The brown-haired, blue-eyed Olef knows the mountains of the western realm very well and sometimes opts to travel across the rough terrain rather than on the well-tread paths.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	63	41	4	6*	14	42	2	31	63	44	64	63	21

Skills: Animal Care, Charm Animal, Concealment Rural, Follow Trail, Game Hunting, Heal Wounds, Herb Lore, Mining, Musicianship-Wind, Orientation, Secret Language- Ranger, Secret Signs- Scout, Secret Signs-Woodsman's, Silent Move Rural, Smithing, Specialist Weapon-Sling, Very Resilient.

Equipment: Axe, Mail Shirt (1AP body), Shield (1AP all over), Crossbow and ammunition (R 32/64/300, ES4, 1 round to load, 1 round to fire), Sling Bag with healing herbs (mostly Arnica with some Blackroot), 20 yards of rope and iron spikes.

Abbot Goeppert Forster, Priest, ex-Initiate, ex-Scribe

The middle-aged, lanky, paled-skin Goeppert looks more like a shopkeeper than the lead priest of an outlawed Sigmarite order. The balding, brown-eyed Abbot has dreams of restoring the Order to its former greatness, but lacks the imagination to pull off such a feat. Basically, the 6 foot Goeppert needs a miracle and is not likely to get it. Moreover, he lives in fear of one day being discovered and consigned to the flames for his sins..

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	40	4	4	9	51	1	41	44	42	41	55	42

Skills: Arcane Language-Magick, Astronomy, Cast Spells- Cleric 1, Cast Spells- Clerical 2, Cryptography, History, Identify Undead, Luck, Magical Sense, Meditation, Public Speaking, Read/Write (Breton, Reikspiel, Tilean), Scroll Lore, Secret Language- Classical, Speak Additional Language- Breton, Theology.

Magic Points: 18

Spells: 1st: Aura of Resistance, Cure Light Injury, Hammerhand, Steal Mind
 2nd: Aura of Protection, Hold Flight, Mystic Mist, Zone of Sanctuary

Equipment: Clerical robes, an anvil-shaped silver medallion with a raised image of scroll and a quill.

Eldritch Guardian

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	50	42	4	5	10	60	2	89	89	89	89	89	14

Possessions: As determined by the caster. In most cases, the Eldritch Guardian appears as an armoured warrior-type armed with a hand or double-handed weapon. The “armour” provides no additional protection for the Guardian..

Psychological Traits: Eldritch Guardians are subject to *Instability* when outside their bounded area. They are immune to all other psychological tests and cannot be forced to leave combat. Eldritch Guardians cause *Fear* in living creatures.

Special Rules: The Eldritch Guardian cannot cross through water (for example, at a ford), but they can cross on bridges or fallen trees crossing such an obstacle. The Eldritch Guardian cannot be harmed by non-magical weapons, though the “damage” from such could cause the Guardian to temporarily lose their form should this damage “reduce” the creature to 0 **W**. In this situation, the Guardian will reform anywhere within 100 yards of where it was slain in 1D2 hours and be fully “healed.” Eldritch Guardians can only be harmed by magic spells and weapons. The damage from these is real and the GM should keep track of how much damage is caused by magical versus non-magical means. If only some of the damage is caused by magic, then the creature will still lose form when reduced to 0 **W** and reforms to full vigour within 1D10 hours. If all damage is caused by magic, then the Eldritch Guardian is destroyed when it reaches 0 **W**.

The Eldritch Guardian is able to use one 1st level battle spell three times a day. The spell is determined by the caster during the incantation..

Epilogue

The PCs' running battle with the Eldritch Guardian will likely force them to spend some time at the monastery recovering from their wounds. The monks will assist in aiding the PCs, if only to help them return to health so they can depart from the monastery. Assuming she survived, Karelia leads the PCs away from the monastery once she decides they are healthy enough to return to Khazid Grentaz.

Abbot Goeppert has much to answer for as he knew of the presence of the Guardian, though not its nature, given the limited knowledge handed down when he assumed the office of Abbot by his predecessor. Naturally, the line of Scriptori Abbots did not want such knowledge to be shared among the brethren for fear that the monks would flee and doom the monastery's efforts.

Should any of the party have perished in the battle with the Guardian, Karelia does not appreciate the cowardly manner in which the Abbot hid the information. The arbitrator advises the Abbot that she will take the matter up in Nuln as soon as she is able and he should take the time to consider how he will defend himself. Abbot Goeppert arranges the succession to his position during the PCs' convalescence at the monastery. The night of the PCs' departure, Abbot Goeppert come to term with his guilt and commits suicide by hurling himself from the ledge where the monastery sits.

The campaign continues in part 4 of the **Gathering Darkness** campaign: **Conquering Darkness**.

Experience Points

The Experience Points provided here are nothing more than suggestions for the GM to use to award the Players. These are fairly modest in order to make advancement something that requires some time and effort.

10-30 Roleplay (per session)

Karn Evil

- 5 For any PC participating as entertainers in the carnival
- 5 PCs avoid trouble with the gypsies
- 5 PCs successfully spy on the ninth wagon
- 5 PCs lead Leonhard to Salvatore
- 5 PCs overhear the Baron's message
- 5 PCs spot the inebriated Leonhard following a gypsy woman out of camp
- 10 PCs prevent Leonhard's attempt to ravish the gypsy woman
- 5 PCs interrupt Leonhard as he assaults the gypsy woman 10 PCs pay for Patrizia to divine their future
- 15 PCs keep a low profile so as to escape attention from bounty hunters
- 5 PCs fend off bounty hunters if discovered
- 5 PCs observe ninth wagon when Maria Luisa departs to graveyard.
- 5 PCs follow Maria Luisa and Benito
- 10 PCs watching the summoning and hearing the questioning of the ghost
- 5 PCs searching the wagon while Maria Luisa away
- 10 PCs find the necromantic book Maria Luisa concealed
- 10 PCs find concealed bag of severed hands
- 10 PCs remove either the book or hands (20 if both)
- 20 PCs destroy either the book or hands (40 if both) without being caught
- 10 PCs succeed in convincing Salvatore not to expel them from band.
- 5 PCs successfully spy on the Raven Knights
- 5 PCs sell information to Raven Knights
- 10 PCs see Maria Luisa leave her wagon and enter the woods
- 10 PCs follow Maria Luisa into the woods
- 5 PCs follow Benito into the woods
- 10 PCs witness the horrific murder of Siggi Löffler
- 15 PCs kill Maria Luisa and Benito
- 10 PCs hire Gisela Bader to guide them to the landmark
- 25 PCs kill Adolf Seyss-Inquart
- +1 Fate Point..... PCs kill necromancer without help of Raven Knights

The Road to Karak Hirn

- 5 PCs hired by Alban
- 5 PCs avoid disclosing Alban's destination in the Prancing Doe
- 5 PCs hear Lise's riddle
- 10 PCs take up position to watch Niklaus and his men at the coaching inn
- 5 PCs remain vigilant to ambushes on the road
- 5 PCs defeat the slavers, but their foe succeeds in fleeing

- 10PCs kill most of the slavers
- 10PCs safely escort Alban and the children to the Shallyan abbey
- 20PCs successfully avoid Klaus Werner and his men by leaving road before being spotted
- 10PCs outrun the Sigmarites after being spotted
- 20PCs successfully able to convince the Sigmarites of the existence of the Order of the Sacred Hammer at their first encounter and secure their liberty to operate
- 10PCs kill Klaus Werner in combat and compel his men to surrender
- 5PCs flee their captivity once freed from their bonds
- 10Freed PCs fight alongside the Sigmarites and repel the Goblin attack, thereby gaining their release from arrest
- 10PCs avoiding villages as they flee the Sigmarites, thus hiding their route of escape
- 10PCs discover the remains of the Mórrian witch-hunter, Siegfried von Winneburg, in the cave
- 5PCs identify the coins as being minted in the late 20th century Nuln
- 5PCs take possession of the magical ring (*Ring of Bravery*)
- 10PCs take possession of the holy weapon, *Sword of St. Oswic*
- 5PCs discover the silver medallion of the wraith, Joran van der Sloat
- 10PCs conclude that the owner of the medallion was once a member of the Order of the Sacred Hammer
- 10PCs recognize device on the medallion resembles that of the guardian of Eppiswald
- 15PCs kill the wraith
- 5PCs fight off the wraith and escape before any of one of them is slain
- 10PCs avoid the village of Hornfurt and the men from Hess Tower
- 5PCs shadow the two men from Hess as the latter make their way to the ambush site
- 10PCs kill the men from Hess Tower
- 15PCs capture one of the men for interrogation
- 10PCs find employment with Ewald Salm
- 10PCs succeed in convincing Ewald to allow them to interview other guards
- 5PCs attempt to talk to Berthold after he is hired
- 10PCs arrange to prevent Berthold's hiring or terminate his contract
- 5PCs assist in the hiring of either Hans Bothe or Walter Bruckner
- 5PCs notice the signal between Berthold and Gerd in the inn's common room
- 5PCs at the brothel learn that Gerd is a member of a bandit gang
- 10PCs at the brothel learn of the connection between Gerd and Berthold
- 10PCs learn of the ambush by interrogating Berthold
- 5PCs are alert to possible ambush
- 5PCs are alert to a possible betrayal by Berthold
- 10PCs successfully repulse attack by the outlaws
- 15PCs destroy the outlaw gang
- 5PCs learn of the possible threat of a wandering troll on Icy Wind Pass
- 10PCs find the remains of previous troll victims within the cave
- 10PCs slay the troll
- 10PCs stay out of the way of the Troll Slayers

Behold the Hornberg

- 20PCs agree to hear Karelia's offer and story
- 10PCs agree to terms with Karelia

- 10PCs reveal to Karelia what they know of the Eighth Theogonist (if they had not done so previously)
- 10PCs reveal to Karelia what they know of the Sacred Hammer (if they had not done so previously)
- 15PCs present the Ordo Scriptoris ring as proof that Brother Gustavus sent them
- 10PCs recount their meeting with Brother Gustavus (if they lost the ring)
- 15PCs meet Bartek at the appointed hour
- 5PCs present the Sword of St. Oswic to Ellassir
- 10PCs show the medallion of the ascending twin-tiled comet to Ellassir
- 5PCs agree to meet Reiner at the Mountain Traveller
- 5PCs attempt to scout the location before the designated meeting time
- 10PCs do nothing that cause Reiner to kill the gypsy woman at the meeting
- 10PCs try to take out Reiner and his men before the day is out
- 10PCs notify Karelia of their dilemma
- 5PCs allow the gypsy woman to accompany them
- 10PCs drive off Reiner and his men from the ambush site
- 25PCs kill Reiner the assassin
- 10PCs kill Manfred the mercenary sergeant
- 5PCs kill Josef the bounty hunter
- 10PCs collect the plant in order to save the gypsy woman from death
- 5PCs do not cause trouble within Karak Hirn by wandering off
- 5PCs willing do their fair share of work around camp
- 5PCs find and investigate the cave
- 5PCs mention the cave to Slef
- 5PCs detect the Night Goblin attack before the Loremaster
- 15PCs withdraw from fight without losing one of their own
- 5PCs kill Night Goblin leader
- 10PCs kill Lizardman leader
- 10PCs avoid a fight with the Tilean merchant train
- 5PCs repel the hippogriff without losing a horse
- 10PCs kill the hippogriff without losing a horse
- 10PCs hire Olef Morluksson to lead them to the monastery
- 5PCs inspect the back of the door leading to the tunnels for signs of life in the tunnels
- 5PCs inspect the floor of the tunnel opening for footprints.
- 10PCs venture into the tunnel
- 10PCs drive off the Eldritch Guardian
- 20 +1 Fate Point...PCs actually kill the Eldritch Guardian with magic
- 10PCs read the inscription on the statue
- 10PCs read the inscription on the altar
- 25 +1 Fate Point...PCs conclude the time and location of the Eighth Theogonist's return from the clues

Appendix One-The Gatti Band

When wandering on the roads of the Old World, travellers occasionally come across nomadic bands of Strigany in their brightly painted wagons. These people, generally known as gypsies, trek from place to place in numbers ranging from eight to thirty. Considered dangerous and dishonest, gypsies typically find their presence unwanted by villagers and townsfolk. In turn, many gypsies steal from the settled folks and corrupt the youth with their immodest ways and loose morality.

A few gypsy bands prefer to take a more enterprising and less threatening approach to dealing with other people (whom they refer to as *Gadje* or “Outsider”). These bands use their skills to entertain crowds, travelling from settlement to settlement and setting up carnivals to provide several days of amusement and profits.

Gatti’s Carnival of Fun travels between the Sudenland towns of Pfeildorf and Steingart in

the spring with a number of stops along the way. While the band will not hesitate to fleece newcomers to the carnival, Salvatore Gatti has a strict policy of treating the locals fairly. He knows that any bad blood between his band and the locals over perceived thievery and other crimes will put an end to the band’s livelihood.

In addition to their wagons and brightly-coloured clothing, the band’s possessions include their respective tools of the trade (listed below), provisions, and material to set up their travelling carnival. Salvatore keeps a locked chest in his wagon, which contains the coins the band uses to make needed purchases when barter is not enough.

All members of the band can speak Reikspiel, Strigany and Tilean. They have dark-coloured hair and eyes as well as an olive-complexion (much like the people living in the southern Old World).

Sidebar: Gatti Family Tree

The following is provided to assist the GM in keeping track of the familial relationships in the gypsy band.



Salvatore Gatti, Patriarch of the Clan, Merchant, ex-Entertainer- Knife Thrower, ex-Militaman, ex-Trader, ex-Charlatan

In his late thirties, the 5 foot 10 inch, medium built Salvatore is very knowledgeable about the world outside his clan. He deals with people fairly and is reasonably tolerant, though he really doesn't trust anyone outside his own kind.

Since his long-time friend Johannes Krönert has vouched for the PCs, Salvatore is initially gracious to the PCs and charitable when they start behaving in a manner contradictory to the hospitality he has extended to them. At the point the PCs become disruptive to the gypsies, Salvatore will warn Johannes to take control of them or see them off.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	46	4	5	11	55	2	54	68	67	56	55	64

Skills: Blather, Charm, Disguise, Dodge Blow, Evaluate, Haggle, Magical Sense, Mimic, Musicianship- String, Numismatics, Palm Object, Public Speaking, Read/Write, Ride- Horse, Secret Language- Guilder, Seduction, Specialist Weapon- Throwing Knives, Story Telling, Strike Mighty Blow, Super Numerate, Wit

Possessions: Sword, 6 Throwing Knives (R 4/8/20, ES C, 1 round to throw)

Maria Gatti, Grandmother of Clan, (2nd level) Priestess of Écate

Mother to Salvatore, Maria Gatti has seen enough of the *Gadje* in her fifty plus years to distrust the whole lot. In this one respect, Maria thinks her son a fool for having friends like Johannes as such associations can come to no good end. The slight, five foot tall Maria takes every opportunity to watch the PCs carefully, ready to report any misdeeds to her son.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	38	39	4	4	9	52	1	43	44	43	44	55	42

Skills: Arcane Language- Magick, Cast Spells- Clerical (Écate) 1, Cast Spells- Clerical (Écate) 2, Identify Undead, Magical Sense, Meditate, Public Speaking, Read/Write, Scroll Lore, Secret Language- Classical, Theology

Magic Points: 20

Spells: 1st: Animal Mastery, Cure Light Wounds, Cure Poison, Penetrate the Veil of Darkness, Steal Mind
 2nd: Mystic Mist, Shapechange, Steal Magical Power, Tanglethorn

Possessions: Silver medallion in the shape of a crescent moon, walking staff with holy symbols of Écate engraved on the wood.

Lucrecia Gatti, Salvatore's eldest daughter, Initiate of Écate

The slim 5 foot 4 inch Lucrecia is nineteen years old and following in her grandmother's footsteps as spiritual leader of her father's band. She is dedicated in her efforts to the mysteries of Écate. She has not yet found a husband, which is of major concern to her mother. Lucrecia knows her mother's apprehension, so she is going to try to find someone at the Steingart gathering acceptable to her high standards.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	32	3	3	7	43	1	42	32	34	46	45	44

Skills: Dance, Read/Write, Scroll Lore, Secret Language- Classical, Theology

Possessions: Silver medallion in the shape of a crescent moon

Zelda, Theodora, and Beatriz Gatti, Salvatore's wife and two other daughters, Artisans-Tailors, ex-Apprentice Artisans

Zelda's twin sixteen year old daughters have been learning their mother's craft for six years, becoming accomplished seamstresses in their own right. Both girls are of marriageable age. Salvatore and Zelda are looking forward to finding husbands at Steingart. In the meantime, Zelda has begun to notice that Beatriz has been taking too much notice of non-Strigany men. For her part, Beatriz might try to strike a liaison with a male PC of relatively high **Fel**. Zelda is medium build, 5 foot 2 inches, and in her mid-thirties while her two daughters are the same height and slender.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	31	4	4	8	54	1	56	42	34	42	43	43

Skills: Dance, Drive Cart, Magical Sense, Scroll Lore, Secret Language- Guilder, Secret Signs-Artisans', Tailor

Possessions: Various needles, threads, buttons, shears, etc.

Guido and Vito Gatti, Salvatore's sons, Hunters, ex-Entertainers- Acrobats and Tight Rope Walkers

Another set of twins, the eighteen year old Guido and Vito are easy-going young men and outwardly very friendly. They are also very protective of their sisters and will not think twice about extracting revenge on any who compromise their honour. Both are 5 foot 8 inches and are of medium build.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	44	56	4	4	8	45	1	46	31	33	34	45	41

Skills: Acrobatics, Concealment Rural, Follow Trail, Game Hunting, Musicianship- String, Secret Language- Ranger, Secret Signs- Woodsman's, Silent Move Rural, Sing

Possessions: Sword, Dagger (S-2, I+10, Parry-20), Bow (R 24/48/250, ES 3, 1 round to load and fire) with ammunition, 6 yards of rope, Mandolin.

Isabella Gatti, Salvatore's younger sister, (1st level) Mistress of Illusion

In her mid-twenties and slender, Isabella is very much into her craft that she has no time for marriage to one of her own kind. In fact, she is looking for a mentor or a wizardry colleague with whom she could enhance her own knowledge and skill. Though her mother would not approve, the 5 foot 5 inch Isabella is contemplating leaving her brother's band next season for the city of Nuln.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	30	3	3	8	44	1	33	31	46	31	32	32

Skills: Arcane Language- Illusionist Magick, Arcane Language- Magick, Cast Spells- Battle 1, Cast Spells- Illusionist 1, Cast Spells- Petty, Evaluate, Identify Plants, Magic Sense, Palm Object, Pick Pocket, Read/Write, Rune Lore, Scroll Lore, Secret Language- Classical

Magic Points: 14

Spells: Petty: Cunning Hand, Glowing Light, Knock Down, Magic Flame, Open, Sounds
1st: Aura of Resistance, Cloak Activity, Illusionary Feature, Simple Deception

Possessions: Dagger (S-2, I+10, Parry-20), Silver medallion of portal representing Mórr as God of Illusions

Alessio and Angelo Gatti, Salvatore’s brothers, Bodyguards, ex-Entertainers- Strongmen

Alessio (mid-thirties) and Angelo (late-twenties) are both 5 foot 9 inches and muscular build. Both support their brother and enforce any decision he makes regarding the PCs. Like many Strigany men, the two are outwardly quite friendly, masking their real views from the *gadje*. Angelo is quite flirtatious when it comes to *gadje* women. Alessio is very protective of his family.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	34	5	4	9	42	2	44	30	30	32	33	40

Skills: Disarm, Specialist Weapon- Fist, Street Fighting, Strike Mighty Blow, Strike to Stun, Strongman

Possessions: Sword, Knuckledusters (WS-10, S-1), Dagger (S-2, I+10, Parry-20), Heavy Weights

Sophia and Gina Gatti, Alessio’s wife and daughter, Entertainer- Juggler, ex-Pickpocket

Both women are petite standing at 5 foot tall. Sophia is in her early thirties while Gina is fifteen and of marriageable age. Gina is following in her mother’s footsteps as far as her craft is concerned, but the young girl has a roving eye and is quite gregarious. Worse, Gina finds non-Strigany men a curiosity.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	42	43	3	3	8	46	1	47	30	32	32	32	41

Skills: Concealment Urban, Flee!, Palm Object, Pick Pocket, Juggle, Secret Language- Thieves’, Secret Signs- Thieves’, Silent Move Rural, Silent Move Urban

Possessions: Dagger (S-2, I+10, Parry-20), 5 Leather Balls, Sack

Alexandra, Lorenzo, Luigi, Mona, and Paolo, young children of the Band

The Gatti children are younger than ten years old, often playing around the campsite as well as spying on the adults. The youngsters particularly keep an eye on the PCs, not sure what to make of them.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	28	3	3	6	31	1	32	28	29	31	29	30

Skills: 25% chance of Dance, 20% chance of Sing, 15% chance of Concealment Urban, 10% chance of Pick Pocket



Mario Prodi, Salvatore's cousin, Entertainer- Fire-eater, ex-Militiaman

In his late-thirties, Mario stands 5 foot 5 inches and is of medium build. Though engaging when he is entertaining, Mario tends to be sullen and keeps to himself when the group is travelling from one place to the next. He is very protective of his family and will support Salvatore should there be trouble.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	42	3	4	8	32	1	44	30	30	33	32	40

Skills: Dodge Bow, Fire Eating, Musicianship- Wind, Strike Mighty Blow

Possessions: Spear, Dagger (S-2, I+10, Parry-20), Bow (R 24/48/250, ES 3, 1 round to load and fire) with ammunition, Flute, Thinly-cut Torches, Flint and Steel

Patrizia Prodi, Mario's wife, Entertainer- Fortune Teller, ex-Herbalist, ex-Wizard's Apprentice

Patrizia is about 5 foot 2 inches, in her mid-thirties, and of medium build. As expected in her profession, Patrizia prefers brightly-coloured and loud clothing to set her apart from the other gypsies. Her personality is a contrast to her husband's as she is consistently friendly towards gypsy and *gadje* alike. Patrizia takes pride in her divination skills, though she is not above swindling less than pleasant people.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	42	41	3	4	8	32	1	43	30	44	35	46	43

Skills: Arcane Language- Druidic, Arcane Language- Magick, Cast Spells- Petty, Cure Disease, Divination- Card Reading, Divination- Dice Reading, Divination- Tea Leaf Reading, Heal Wounds, Herb Lore, Identify Plant, Palmistry, Prepare Poisons, Read/Write, Secret Language- Classical, Secret Language- Guilder

Magic Points: 6

Spells: Petty: Blot, Cure Boils, Curse, Danger Sense, Find, Petty Animal Healing, Petty Healing, Remove Curse, Weaken Poison

Possessions: Dagger (S-2, I+10, Parry-20), Medallion of a circular object (representing a crystal ball in honour of the god of prophecy, Forsagh [aspect of Mórr]), pestle and mortar, sling bag of dried herbs and divination objects (such as cards, dice).

Andrea Prodi, Mario's son, Entertainer- Escapologist, ex-Burglar

At only eighteen years of age, Andrea is an accomplished practitioner of his craft. He is very limber and lanky in build, traits which are essential to an escapologist. The 5 foot 7 inch Andrea seems to be a pleasant sort, but he seldom reveals his true feelings to anyone, including his family. Deep within his soul, there is a blackness growing: an urge to murder for pleasure. Andrea struggles with it occasionally, but is able to keep that desire suppressed... for now.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	42	44	3	4	8	44	1	46	30	31	31	34	41

Skills: Concealment- Urban, Escapology, Evaluate, Pick Lock, Scale Sheer Surface, Secret Language- Thieves', Secret Signs- Thieves', Silent Move Rural, Silent Move Urban

Possessions: Dagger (S-2, I+10, Parry-20), sack, chains

Talia Prodi, Mario's Daughter, Minstrel, ex-Entertainer- Bunko Artist and Troubadour

Talia is a small woman of seventeen years, standing 5 foot 1 inch tall. Her delicate and attractive features are assets which complement her skills as people prefer to look at her rather than her hands. Many young men have fallen for her, though she merely laughs off any proposition as if it were meant in flirtatious jest. Talia expects to be married off one day, but for now she prefers to enjoy the attention she gets from gypsy and outsider alike.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	44	3	4	8	43	1	55	43	45	32	33	46

Skills: Blather, Charm, Etiquette, Palm Object, Musicianship- Percussion and String, Public Speaking, Sing

Possessions: Dagger (S-2, I+10, Parry-20), 3 wooden cups and 3 wooden balls, Drum, Mandolin

Giorgio DeNiro, Entertainer- Animal Handler, ex-Gamekeeper, ex-Targeteer

Giorgio joined Salvatore's band about five years ago as a fugitive from Miraglianese justice having killed a young nobleman (a son of a magistrate) in a duel. The 5 foot 7 inch, medium build Giorgio still gets unnerved when he sees bounty hunters or unknown Tileans (could be assassins) in the vicinity. Giorgio is in his early thirties and is hoping to marry soon. He is smitten with both Isabella and Lucrecia, but has not yet approached Salvatore about either woman. Giorgio will be less than pleased should any other man – including the PCs – attempt to woo the two. He will be careful not to overtly take his frustration out on such a suitor, but accidents have been known to happen around a carnival.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	73	5	5	10	53	2	64	43	45	66	45	54

Skills: Animal Care, Animal Training, Concealment Rural, Marksmanship, Secret Language- Ranger, Set Trap, Silent Move Rural, Specialist Weapon- Longbow

Possessions: Sword, Dagger (S-2, I+10, Parry-20), Bow (R 24/48/250, ES 3, 1 round to load and fire) with ammunition, Longbow (R 32/64/300, ES 3, 1 round to load and fire) with ammunition, Man Trap

Bobo, Dancing Bear

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	4	4	11	30	2	-	24	10	24	24	-

Bears exceed 10 feet in height and fight with two *claw* attacks. They have *Night Vision* to the range of 10 yards.

Caruso, Singing Dog

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	0	3	3	7	30	1	-	43	14	24	24	-

Dogs fight with one *bite* attack and have *Night Vision* to the range of 10 yards.

Cosimo Alioto, Sonia Masaccio, and Francesco Peruzzi, Labourers

The three labourers have only joined the carnival in the last four years. All are from other gypsy families who have left their own respective clan for personal reasons.

Cosimo is 5 foot 7 inches tall, twenty-six years of age, and of slight build. He comes across pleasant enough, but becomes very nasty if he has too much to drink. As he was kicked out of his band for being too combative when drunk, Cosimo keeps his temper in check around Salvatore's family. In contrast, he would feel no such restraint around the PCs.

The 5 foot 3 inch, medium build Sonia severely injured a cousin over a fight for a man (who chose the loser to marry, probably fearing for his own life). At twenty-two years of age, Sonia is looking for a man worthy of her. Though she has her eyes set on Angelo, she might also make a play for any reasonably attractive and capable man. Perhaps even one of the PCs

At twenty-six years old, Francesco is tall (6 foot 2 inches) and lanky. Though he sings well, Francesco talks with a stutter and is shy around strangers. Francesco found his way into Salvatore's band after spending several years roaming as a vagabond, having lost most of his family to a rampaging band of Orcs in the Black Mountains. The survivors cast him out as he was the one who failed to warn the band of the attacking greenskins.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	30	3	4	7	31	1	34	30	31	30	30	30

Skills: Carpentry, Consume Alcohol, Drive Cart, Scale Sheer Surface, Sing

Possessions: Axes, Mallets

Appendix Two-New Cults

The world of Warhammer includes other deities whose worship is severely limited to a small number of inhabitants in the Old World. The information below also provides more complete descriptions of the cults of Kháine and Solkan than appeared in first edition **WFRP**, pages 205 and 210, respectively. In addition, the new cult of Écate is detailed.

Écate-Goddess of the White Moon, Night, and Witchcraft

Description: Écate is the Goddess of the White Moon and daughter of the Earth Mother. She is also the patron goddess of the night, bitter truths, vengeance, dark knowledge, and witchcraft. Many theologians consider Écate as nothing more than an aspect of the Earth Mother, albeit a dark version. Her worshippers – from the wandering Strigany to scheming witches – consider Écate as a goddess in her own right. Not all followers of Écate revere her in the same way as few give equal weight to her various facets.

According to legend, Écate was born from the grief of her mother when the Earth Mother's first sons (Taal and Ulric) along with their sons (Manann and Mórr, respectively) overthrew her consort, Oermath the Sun God, in the aftermath of the Gods' War on Chaos. Not certain how her other divine children would react to their new sibling, the Earth Mother placed Écate in the celestial sky to watch over her. Écate observed from her vantage point the disrespectful manner in which her divine siblings usurped the various powers of the Mother Goddess, thereby weakening her. It is also believed by some that it was Écate and not some unnamed demoness who took the form of Rhya to seduce Ulric and begat Kháine.

Soon after, Écate revealed herself to the Young Gods (as the other divine children of the Earth Mother and their offspring are called by followers of the Old Faith and Écate) and

announced that she would oppose their plots at every turn. Offended by her lack of respect, the Young Gods set upon the wilful goddess and entombed her within Mannslieb. But Écate had prepared a gate through which she could pass into the world unseen whenever the light of the White Moon shone its brightest in the night sky. It is during the phase of the full moon when Écate is said to work her mischief.

Some of the more ardent followers of Écate are the Strigany. Though they travel the roads of the Empire in brightly coloured wagons, these wanderers are very secretive about their religious beliefs, even to the point of referring to their Druidic Priests (always female) as "Grandmother" ["Petru" in the Strigany tongue]. The cult of Écate is very protective of her people and considers outsiders as lesser persons of whom the Strigany can take advantage. They tend to be outwardly friendly and very emotional folk, quick to laughter and anger. Socially, the Strigany are quite different from Imperials and other Old Worlders and are seen by some as immoral. Some Imperials, especially young men lusting after the exotic Strigany women, become enamoured with the lifestyle of the nomadic folk and run away from home to join them. Some are accepted into the clan, but a number find themselves sacrificed to Écate far from home and alone when the Goddess demands their blood.

Écate has sometimes been identified as the mysterious Nehekharan moon goddess who took pity on the original vampires of Lahmia, providing them with shelter when other gods cursed them and men hunted them. According to scholars of the vampire prophecies, it was under Écate's dark veil that the vampires fled to safety in the Old World after their kingdom of Lahmia was destroyed.

Alignment: Neutral (some tilt towards Evil)

Symbol: The cult of Écate prefers its initiates and priests to avoid standing out in a crowd. The clergy dress as their followers when undertaking daily activities. During ceremonies, initiates and priests wear robes of a colour that emphasizes the aspect of Écate being celebrated. Clergy focussing on the revenge and domination aspects of Écate wear black, while those stressing dark knowledge and power for its own sake wear white. Initiates and priests celebrating Écate as the goddess of the white moon or night wear black robes with white highlights (in the form of Mannslieb and stars) and trim.

The symbols worn by followers of Écate are personal and idiosyncratic. These can take the form of Mannslieb and stars as well as a cauldron (the mystical source of dark magic), the latter of which is used by witches and those seeking dark knowledge. Tokens in the form of scythes or sickles are worn whenever justice or vengeance is to be meted out. Some followers prefer to wear other symbols in the shape of black cats, snakes, or jackdaws.

Areas of Worship: The cult of Écate is worshipped by the nomadic Strigany peoples throughout the Old World and various remote places in the Old World such as several kingdoms in the land of the Border Princes. She is also revered by a number of scattered secret cults and individuals, such as cultists of the Great Necromancer Nagash, who believe their master's apotheosis was arranged through a secret bargain with Écate. The worship of Écate is generally considered undesirable by many authorities – evil by a few. It is considered worse than the cult of Ranald given its association with the Strigany and other less savoury followers and is generally outlawed or persecuted in much of the Old World.

Temples and Shrines: There are no temples or shrines erected to the worship of Écate. Her worship is pursued in secret, sometimes at locations that are associated with the worship of the Old Faith, such as stone circles and old burial sites (barrows). There is no formal hierarchy in

the cult, but Druidic priests are acknowledged as such and shown respect and deference

Groups of witches and warlocks who worship Écate may meet in a coven for mutual support, protection, and sharing of knowledge and craft. Ideally, the number of members in a coven would be thirteen, but any number will do. Each coven has its own rules; some are dominated by one or two powerful leaders whereas others are communities of more-or-less equals. Some covens may have regular meetings for worship and practice of dark knowledge and sorcery while other covens gather irregularly if at all.

Friends and Enemies: The cult of Écate sometimes makes common cause with followers of Kháine, though disdainful and wary of their madness. The cult might even enter temporary and guarded alliances with Slaaneshi cultists if it serves their purpose. Otherwise, the cult of Écate is hostile towards the worshippers of other Chaos Powers and maintains a bitter hostility towards the cults of the other divine descendants of the Earth Mother. The cult of Écate is respectful of the Old Faith, even though they believe the Druidic priests all too easily acquiesce to the power of the other official cults. The cult of Écate is unconcerned with the cults of Dwarves, Elves, and Halflings.

Holy Days: In common with the Old Faith, the cult of Écate observes four holy days: Mondstille Winter Solstice, Mitterfruhl Spring Equinox, Sonnstill Summer Solstice, and Mitherbst Autumn Equinox. In addition, the worshipers of Écate (particularly witches and seekers of forbidden knowledge) celebrate both Hexensnacht and Geheimnisnacht. Where communal worship of Écate takes place – such as among the Strigany – a Druidic priest leads a procession around the settlement or campsite invoking Écate's protection against the evil that is abroad during both "witching night" and "night of mystery." Followers of Écate also hold as holy the nights when Mannslieb is full.

Saints: The cult of Écate does not honour saints.

Cult Requirements: Followers of Écate like the Strigany are generally born into the cult. Those seeking vengeance or searching for legends and ancient tomes to gain knowledge of the dark mystic secrets come into the worship of Écate hoping to gain her favour for their endeavours

Priestly orders, including monks: None

Sponsored fighting orders- Templars: None

Strictures: Initiates and priests of Écate must abide by the following:

- Always serve and protect your kin and people with whatever means are at your disposal.
- Always honour the Old Ways that preserve you and your people.
- Never shun the Darkness.
- Be careful with whom you place your trust.

The following additional strictures are for those seeking dark knowledge:

- Knowledge is power. Do not allow others to deny you the knowledge they seek for their own ends.
- The thing you fear is not necessarily evil. It may simply be dangerous, and you must overcome it by any means possible.
- In order to gain power, you must take risk. Be bloody, bold, and resolute.
- Always remember that all beings seek gratification, wealth, and power. Those who claim otherwise are fools or liars.

Spell Use: Priests of Écate may use any Druidic spell and the following Battle spells:

1st Level: Cure Light Wounds, Detect Magic, Dispirit, Steal Mind

2nd Level: Cause Pain, Mental Duel, Mystic Mist, Steal Magical Power

3rd Level: Cause Fear, Cause Instability, Cloak of Darkness, Dispel Magic

4th Level: Cure Serious Wound, Drain Magic, Strength of Mind

In addition, priests of the Écate may use the following spells:

Penetrate the Veil of Darkness

Spell Level: First

Magic Points: 3

Range: Personal

Duration: 3D10 minutes

Ingredients: The eyes of an owl or rat

The priest can use this prayer to gain the *Night Vision* skill for 2D10 minutes. If the priest already has the skill, then the range of the vision is doubled to 60 yards.

Scourge Enemy

Spell Level: Second

Magic Points: 6

Range: 6 yards

Duration: Instantaneously

Ingredients: A wood figurine

Through this spell, the priest can deliver intense pain upon a victim within range. The victim is allowed a **Toughness** test to reduce the effects of the spell. If successful, the victim is only staggered by the intense shock for the following round (-20 to **WS**, **BS**, and all skill tests). If failed, the victim suffers 1D3 **Wounds** irrespective of Toughness and armour as well as being staggered with the penalties described above. This spell does not cause any permanent injury.

Power of the White Moon (adapted from Druidic spell "Drawing down the Moon" from the **Restless Dead**, page 96)

Spell Level: Fourth

Magic Points: 12

Range: 96 yards

Duration: 1 turn

Ingredients: Two moonstones (value 10GC each)

If moonlight is present, the priest brings down a form of moon madness upon a single creature or group within range. The target creature(s) are

bathed by the glowing moonlight which weakens their resolve (**WP-10**) and quickly drives them insane. The prayer causes affected creatures to suffer a modifier of -1 to both **S** and **T** and, as they are experiencing hallucinations, -20 to **WS** and **BS**. Affected wizards and priests must first pass a **WP-10** test in order to cast a spell or prayer. At the end of the prayer, the affected characters must make a **Magic** test or gain 1D4 **Insanity Points**. Demons and Undead are affected differently, suffering from one automatic **S4** hit per round.

Skills: In addition to the skills normally available to Initiates and Priests, those who worship Écate may choose two extra skills per level at normal experience points costs: Charm, Charm Animal, Concealment Rural, Divination-Augury, Divination-Astrology, Divination-Dream Interpretation, Divination-Scapulomancy, Divination-Scrying, Divination-Tea Leaf Reading, Flee!, Herb Lore, Luck, Prepare Poison, Silent Move Rural, Sixth Sense.

Trials: Trials set by Écate usually take the form of acts of vengeance where the priest is expected to make a transgressor pay for their crime. Such a transgressor is often a high ranking official or noble as these influential individuals usually find someone less fortunate to take the fall for their crimes. Transgressors such as these make this kind of trial all the more dangerous. In some cases, a trial may require the offender to recover a tome or scroll of dark knowledge from the temples of the sanctioned state or rival organisations such as the magic colleges and guilds.

Blessings: Skills favoured by Écate include Charm, Charm Animal, Concealment Rural, Divination, Flee!, Luck, Palm Object, Pick Pocket, Silent Move Rural, Sixth Sense. Favoured tests are Hide, Listen, and Observe. Other blessings might include temporary increases to Dexterity, Intelligence, and Fellowship.

Kháine-God of Murder and Undead

Description: Kháine is the dread Lord of Murder – the patron of assassins and murderers – and God of the Undead. It is said that he is the son of Ulric and a demones (in some stories, his mother is Écate). Kháine is jealous of his elder half-brother Mórr's rulership over the world of the dead. He steals the souls of those unprotected by the Cult of Mórr and those murdered or sacrificed in his name. With these souls he builds his own dark realm, a realm from where Necromancers call forth some of the Undead spirits.

Kháine is depicted as a grotesque, squatting demonic being with a huge, leering fanged mouth, a great horned head, and four arms, each holding a bloody dagger. He also wears a necklace of innumerable skulls. Kháine is an insane god worshipped either by murderous men or would-be Necromancers eager to wield the powers Kháine offers in return for service. Kháine is generous to those who add to his dark realm with offerings of blood and murdered souls.

Alignment: Evil.

Symbol: Kháine's symbols are a scorpion poised to strike and a human bone carved in the likeness of Kháine. In secret rituals and ceremonies, initiates and priests wear black robes or other outer garments trimmed with red and yellow, and elaborate masks depicting the horned, fang-jawed face of Kháine. Additionally, they bear staves carved from human bone which feature the fanged skull motif.

Area of Worship: A secret cult proscribed and actively persecuted in the Old World and Araby. The cult of Kháine originally found followers in ancient Nehekhara which worshipped a large pantheon of decadent gods. Kháine is still worshipped openly in isolated areas in the Badlands and the Dark Lands. Worship in the Old World is rare and followers remain few.

Temples: There are no obvious temples or shrines to Kháine in the Old World or Araby.

Instead, his worship is pursued in secret temples and shrines hidden in basements, caves, remote areas, etc. There is no common architecture to these places of worship, except for the blood stained altar before a statue of Kháine.

Participants in ceremonies and rituals take mind-altering drugs which facilitate communion with the Lord of Murder and Undeath. Primarily, these rituals consist of consecrating souls in ritual sacrifices to Kháine. In other cases, these rituals may be conducted as a petition to Kháine to grant participants Unlife so they can better serve his will.

Friends and Enemies: Friends to no one (except maybe Écate), not even to the Chaos cults as the cult of Kháine tends to be treacherous, unpredictable, and highly unreliable. The cult is an eternal enemy of cults of the Old World, Mórr and Oermath the Sun God in particular.

Holy Days: Kháine has no holy days. Kháine will always accept a soul dedicated to him. If the sacrifice pleases Kháine, he may bestow a blessing. At times, initiates and priests may be directed by Kháine to undertake more aggressive sprees of murder and assassination or mass ritual sacrifices. Failure to perform Kháine's pleasure usually results in the cultist gaining an insanity point or two. After all, Kháine's followers always perform better after they have become a little unhinged.

Cult Requirements: None. However, Kháine does not permit a cultist to renounce his worship at a later date. Any attempt to withdraw from the cult guarantees an effort by other cultists to capture the traitor in order that the fool meets a horrific and ritualised death at the hands of a Kháinite priest. This then sends the soul of the traitor to Kháine's dark realm for eternal torture.

Priestly orders, including monks: None

Sponsored fighting orders-Templars: None

Strictures: Initiates and priests of Kháine must abide by the following strictures:

- Serve Kháine by feeding his power through sacrifice and populate his dark realm.
- Never permit an opponent to live as their death better serves Kháine – preferably administered by ritualised sacrifice.
- By advancing his cause and performing required tasks (generally scores of ritualised murder), one will gain power and eternal (un)life.
- Failure to perform a task requires a death, even one's own, to atone for that failure.
- Those souls populating Kháine's dark realm may be called forth to perform specific tasks in the Land of the Living. These tasks must involve additional deaths so that Kháine's cause is advanced.

Spell Use: Priests of Kháine may use any Petty Magic, Battle Magic and Necromantic Magic spells. In addition, priests of Kháine may use the following spell:

Withering Hand of Kháine

Spell Level: Third

Magic Points: 15

Range: Touch

Duration: Instantaneous

Ingredients: Skeletal Hand

This spell allows a priest of Kháine to siphon the life force of a target by simply touching it with the skeletal hand. The Kháinite priest rolls to hit as normal, ignoring unarmed combat modifiers. Any hit automatically causes d6 wounds (irrespective of Toughness and armour) to the victim each round and gives the priest an equal number of Magic Points (not to exceed their maximum).

This spell takes effect immediately and continues to wound the victim each round so long as the priest of Kháine maintains physical contact with the victim. Either wounding the priest or otherwise breaking his hold may end the spell. The corpses of victims who have their entire life force siphoned by this spell are left as skin and bones. All muscle and other tissue dissolves and the victim's face take on a reddish hue which

gives it the appearance of a grimacing red skull. Anyone (outside the priest of Kháine) witnessing the death of the victim must make a **CI** test or gain 1 Insanity Point.

Only priests and witch-hunters of Mórr are allowed a **WP-10** test to resist the power of this spell.

Skills: In addition to the skills normally available, initiates and priests of Kháine may choose, at normal cost, one extra skill per level from the following list: Arcane Language-Necromancy, Concealment-Rural, Concealment-Urban, Disguise, Frenzied Attack, Herb Lore, Hypnotise, Prepare Poison, Shadowing, Silent Move-Rural, Silent Move-Urban, Street Fighting.

Trials: Trials set by Kháine typically involve the capture and ritualistic murder of a cult enemy, particularly those of Mórr.

Blessings: Kháine favours the skills listed above. Favoured tests include Fear and Terror so that the servant of Kháine can retain self-control in their dealings with the more powerful of the Undead. A blessing from Kháine may include a temporary increase in Will Power and Cool, as well as a permanent increase in the number of Insanity Points, so that his cultist may better serve Kháine. Preferred insanities include megalomania, paranoia, and psychosis.

Solkan-Law God of Vengeance and Retribution

Description: Solkan is the brother of Alluminas (god of heavenly illumination) and brother/consort of Arianka (goddess of law and discipline) and is the angry god of vengeance and retribution. He is most often depicted as a tall, intense man on the brink of fury. In most depictions, Solkan is attired either in shiny armour or in black clothing with a wide brim black hat. In either appearance, Solkan is always armed with his flaming sword of vengeance, Flammendrung.

The cult believes that Solkan was the foremost of the Law Gods who allied themselves with the forces opposing the Chaos powers. The alliance was more one of convenience than of convergent beliefs. It was the Law Gods who advocated total war with the goal of eradicating Chaos, even at the risk of destroying everything. When the war ended in a stalemate, the Law Gods broke from the alliance. Along with Arianka, Solkan became the most unrelenting foe of Chaos. Sometime later, the complex machinations of Tzeentch, the Changer of the Ways, resulted in the capture and imprisonment of Arianka.

Deprived of his sister and consort (and receiving no help from his esoteric brother Alluminas), Solkan further intensified his campaign against Chaos while searching for Arianka. Solkan also became the patron of law and discipline when Arianka was imprisoned.

Some scholars of divine matters believe the Law Gods to be another manifestation of Chaos and point out that worship of the Law Gods did not commence in any form until sometime after the coming of Chaos. Others say that the Gods of Law pursued the Chaos powers into the world to continue their ages old war. Whatever the truth may be, all scholars of divine matters agree it is safest not to discuss these heretical theories within earshot of any cultists of the Gods of Law.

Alignment: Law.

Symbol: Solkan's symbol is the flame. Priests wear black hooded robes trimmed with the colours of fire (reds, oranges, and yellows) and wear amulets of blackened iron with a fire opal embedded into their centre (representing the cleansing flame).

Area of Worship: Solkan is worshipped throughout the Old World. In the past, Solkan was the principle deity of the now-extinct, militant Hellene city-state of Spartius. Solkan also enjoyed varying degrees of popularity (according to the Emperor) within the ancient

Remean Empire. Currently, the followers of Solkan are few compared to other Old World cults (though still more numerous than Alluminas).

Temples: Once there were great temples dedicated to Solkan. The two largest temples were located in Spartius (ruins of which are buried beneath the soil in the land of Border Princes) and the Tilean city-state of Remas. These temples were solidly built structures with outer columns surrounding the exterior walls. The columns and walls were austere in design, lacking ornamentation of any sort. The interiors of the temples were unfurnished except for an altar and podium upon which stood the Solkan "Book of Laws" (lost in some past disaster). What remains of the temple in Remas are largely ruins with only a small portion still in use. Here, amid uncaring masses (for whom the Chaos threat serves only to frighten wayward children), the temple remains the centre of the cult and its hierarchy.

The temples' decline can be traced to increasing intolerance, fear, and distrust of Old Worlders towards the narrow perceptions and rigidity of the Solkanites. A consequence of this decline was the rise of the Solkan shrines where cultists meet in small, highly cohesive groups. These shrines are generally located adjacent to homes of a priest, near courtrooms, or housed at a location purchased by cultists. Outwardly, these shrines can not be distinguished from the surrounding buildings. The interiors, however, resemble the old temple interiors with only an altar and podium as furnishings.

Friends and Enemies: As the cults of Sigmar and Ulric are seen as the forefront of the weak struggle against Chaos, the cult of Solkan affords them minimal respect, while being somewhat contemptuous of the other Old World cults. Followers of Solkan are openly hostile towards the cult of Ranald for its disregard of authority. Moreover, the cult of Solkan has a barely concealed disdain for cults of the Elder Races, for they failed miserably in the first battles to

eradicate Chaos. Further, the cult is a sworn enemy of – and possesses unbridled hatred toward – all Chaos cults (the four powers and the Horned Rat), including the renegade powers (e.g. Malal, Zuvassin).

Holy Days: There are no specific holy days dedicated to Solkan as the threat of Chaos is unrelenting and cultists must be ever vigilant.

Priestly orders, including monks: None

Sponsored fighting orders-Templars: Knights of the Cleansing Flame (to confuse matters, there is a Sigmarite order of the same name).

Cult Requirements: Any who petition to join the cult must be free of Chaos taint and approved by a priest.

Strictures: Initiates and priests of Solkan must abide by the following strictures:

- Always oppose and, if possible, exterminate Chaos and its minions whenever and wherever they are encountered.
- Never allow those who are soft and blind to the Chaos threat dissuade one from the primary task of extermination.
- Never allow others' opinions of oneself or Solkan to deter you from the primary duty.
- Always hold inviolate the letter of the law (unless that law is counter to the above principles). The so-called "spirit of the law" concept is employed by those too weak to discipline law-breakers.
- Always oppose foolish "laws" which make a mockery of the natural order. Examples include edicts which would protect servants of Chaos (mutants, cultists, etc.) and those that grant the lowly classes (thieves, beggars, peasants) the same rights as those of higher breeding (aristocracy).
- Never allow a wrong to go unanswered.

Spell Use: Priests of Solkan may use all Battle Magic, and fire-based Elemental Magic spells. In addition, priests of Solkan may have access to the Daemonic spells Dispel Lesser Daemons (Level 1), Zone of Daemonic Protection (Level

1), Zone of Daemonic Nullification (Level 2), Dispel Daemonic Horde (Level 3), and Dispel Greater Daemon (Level 4). Moreover, the following spells may be used by priests of Solkan:

Sword of Cleansing Flame

Spell Level: Third
Magic Points: 15
Range: Touch
Duration: 1d6+3 rounds
Ingredients: None

This divine prayer grants the priest the ability to cause one touched sword to become a magical flaming weapon for the duration of the spell. In addition this spell grants the wielder of the Sword of Cleansing Flame a temporary increase of +10 to WS and +1 to Strength.

Inflammable creatures receive 1d6+2 wounds at the strength of the wielder while flammable creatures receive 2d6+4 wounds at the strength of the wielder. Flammable objects struck by the Sword of Cleansing Flame will be set aflame.

The Sword of Cleansing Flame has great power against demons and Chaotic beings, causing 3d6+6 wounds at the strength of the wielder. Also, demons hit by the Sword of the Cleansing Flame must make an *Instability* test immediately, even those who are protected by the Daemonic Magic spell Stop Daemonic Instability (Level 2).

Intervention

Spell Level: Fourth
Magic Points: 25
Range: 100 yards
Duration: 1d3 hours
Ingredients: None

The spell grants the priest an appeal to his patron to possess a cultist (or invoking priest) during an extremely dire situation (e.g., being surrounded by a Chaos warband led by a Greater Demon). The possessed cultist assumes the profile and abilities of a Greater Demon. In addition, the

affected cultist grows in height to that of a Greater Demon (12 feet in height) and may cause *fear* in creatures of less than 10 feet in height. Note: the possessed cultist will always follow the dictates of their patron deity.

There is a high degree of risk to the possessed cultist, however, as the driving force of Solkan's burning passions may consume the cultist. The affected cultist must make a Toughness+10 test. If successful, the cultist is exhausted and unable to perform strenuous activities for the following 1d3 hours. If failed by 20 or less points, the cultist suffers 1d6 wounds at strength 5 from burns inflicted by the possession. If failed by over 20 points, the cultist suffers 2d6 wounds (roll two six-sided dice rather than one) at strength 10.

Skills: In addition to normal skills available, initiates and priests may acquire one of the following skills at each level: Dodge Blow, Follow Trail, Immunity to Disease, Law, Orientation, Set Traps, Shadowing, Silent Move-Urban, Sixth Sense, Spot Traps, Strike Mighty Blow, Strike to Injure, Strike to Stun, Torture. As always, skills gained must be paid for by Experience Points.

Trials: Trials set by Solkan generally involve confronting and defeating Chaos encroachments. Examples include destroying Chaos shrines, clearing an area of marauding bands of Chaos creatures, and exposing (at great personal risk, naturally) Chaos infiltration at high levels of society.

Blessings: Skills favoured by Solkan tend to be martial in nature (such as Dodge Blow, Strike to Stun, etc.) or those used in pursuing quarry (e.g. Follow Trail, Shadowing). Tests favoured by Solkan are Fear, Terror, Poison, Disease, and other tests made to counter the special attack forms of any servant or creature of Chaos. Other blessings might include a temporary increase to Weapon Skill, Will Power, or Cool.

Appendix Three - A Tour of Sudenland

Unlike river travel in the Empire, travellers walking along roads and pathways pass through more villages than the places where boatmen are likely to stop. Pedlars and others who frequently travel by land make perfect guides to help weary travellers avoid unfriendly places. Though few in number, some villagers do not take kindly to strangers and will waylay lone travellers as quickly as any gang of bandits would.

Travelling on land also carries greater risks than by river as bandits and goblins abound in places where the lord's law holds little meaning. In these areas, travelling in large numbers is generally the safest way to reach one's destination.

The inns along the Upper Reik charge the following price schemes with some small variations on price (a penny or so more or less) and available foodstuffs depending on the local economy. The inns located in the settlements in the interior of Sudenland would probably charge a bit more.

Fare

Breakfast 1/6

Typically a bowl of porridge, wedge of cheese, a piece of dark brown bread and a pint of standard (watered-down) ale

Lunch 2/-

Typically a bowl of vegetable stew with an occasional piece of mutton, wedge of cheese, a piece of dark brown bread, a slice of fruit (usually apples or pears, sometimes candied) and a pint of standard ale.

Supper/dinner 3 to 6 shillings

Same meal as lunch with an additional side of vegetables (carrots, turnips, potatoes) and slice of mutton, pork, or chicken. For another 8/-, a customer can get a joint of meat, half a chicken, or three eggs.

Standard Ale, pint 9p
Quality Ale, pint 1 to 2 shillings
Standard Wine, bottle 12/-
Quality Wine, bottle 20 to 30 shillings

Lodging (per night)

Private Room for 4 1 GC
Common Room (table) 2/-
Common Room (bench) 1/6
Common Room (floor) 1/-
Stables 1/-a night

Common rooms are typically locked at midnight and opened again at 6AM. These hours are also subject to local conditions.

The following settlements and coaching inns are located either on the PCs' roundabout route to Karak Hirn or somewhere in the vicinity. They are provided in case the PCs wander off the beaten track or choose a wholly different path from the one described in the scenario.

Along the Upper Reik

The road leading from Pfeildorf to Ballenhof is often referred to as the Pilgrim Way by the Sigmarites making their way to the sacred site of the Temple of the Holy Cave, one of the campsites where Sigmar is said to have rested after a skirmish that preceded the Battle of Black Fire Pass. The Order of the Black Griffon (**Warpstone #23**) guards the site.

Roadside shrines to the Empire's patron god can be found every 5-8 miles along this route. There are also occasional shrines to Shallya as the route is popular with those of the goddess' followers who journey to the healing waters and abbey near Waldbach.

Roadwarden patrols are fairly frequent on the main road, offering travellers a modicum of

protection by keeping bandit activity to a minimum.

Tannau

Tannau is a small, poor village of 39 people located on the Staig Road 12 miles from Pfeildorf. There isn't an inn or tavern in the village as few travellers ever stop by other than a short break on their way to and from Pfeildorf. The closest thing to a tavern is the village hall where local folk gather for a pint of ale or two at the end of their day. The ale is just a notch above the weak beer normally sold in coaching inns and proper taverns.

Elzach

The *Two-Mast Barge* is a coaching inn where the Sigmar's Carriage coaching line makes its last stop before Pfeildorf, roughly 25 miles away. Stefan Hahn is both the proprietor of the inn and headman of the village. Stefan is an affable man and his large family helps him run the inn. His wife, Anna, is a very gifted brewer and her signature dark bitter, Sigmar's Choice, costs 2/2 a pint. The fare here is fairly good as Hahn's three daughters – Karin, Maria, and Rosa – have proven to be more than capable cooks. Only Rosa, the youngest at 14 years of age, is unmarried and Stefan is careful to keep an eye on any lustful transient (read: adventurer) who may consider taking advantage of her.

The coaching inn is the largest building in this fishing village of 87. Many of the locals of Elzach gather after their day's work to hear gossip and news from travellers. Any traveller who declines to talk is considered "rude and unfriendly" and may become the subject of taunts and pranks by the villagers.

A track leads to the south along the Reiche Brook towards the village of Bernau in the Wilden Hills. Anyone wishing to make their way to the River Söll without first returning to Pfeildorf can do so via this path to Bernau where it intersects the Wilden Road to Durbheim.

Nebelhausen

Nebelhausen is another poor village. The population of 45 just produces enough for its own consumption with little left over for trading. There is a large livestock barn in the village centre, which also doubles as the village hall. Folk in Nebelhausen aren't particularly friendly and don't care for outsiders. The village is just about 37 miles from Pfeildorf.

Neukirch

Neukirch is a poor village of 51 people located 45 miles from Pfeildorf. It is situated on the border of the Barony of Toppenheim and guards the ford on the Urach Brook. The tollhouse at the ford is the largest building in the village and run by the village headman and employee of the City Council of Pfeildorf, Thomas Brüning. A nearby barn serves as the village hall should there be a need for the folks to meet about matters of common interest.

The toll to cross the ford is five shillings per person, per horse, and per wagon or coach. Thus, a coach pulled by four horses, driven by two men, and carrying six passengers would have to pay 65 shillings. Sometimes, coaches on their way to Pfeildorf can shave fifteen shillings from their toll by agreeing to deliver a locked strongbox containing previously collected tolls to the Barony Treasurer at Castle Alderhorst. Likewise, coaches departing Pfeildorf can reduce their toll by returning the empty strongbox to Herr Brüning.

Wilhams

Wilhams is a small village located 63 miles from Pfeildorf and 12 miles from Mauchen. The 33 inhabitants of this poor village eat and drink at the *Inn of the River Horse*. The inn is owned by Peter Bosch, who is also the headman of the village and agent for the Sigmar's Carriage coaching line. The fare at the inn is unremarkable, as is the locally brewed weak ale. Peter just isn't a good brewer and he is hoping to find someone starting out in the craft.

Pieter Mahler and his roadwarden contingent are based at the *Inn of the River Horse*. They are charged with keeping the road safe from Neberhausen to Mauchen.

Mauchen

Seat of the Barony of Wolfeld, Mauchen is the largest settlement in the area with a population of 86 and located 75 miles from Pfeildorf. The village is an important part of the Sudenland wool trade with many herds of sheep in the surrounding fields and many of the villagers are weavers.

Sheep rustling is a common problem and Baron Rudolf Brecht's men-at-arms constantly patrol the area with occasional vigilantes to put an end to the criminal activity. Suspected rustlers are often hanged before they can stand trial. Those found guilty by a travelling magistrate are hanged from a huge oak tree that stands outside the village beside a small brook named Tybrunn. A shrine dedicated to Maianda, the goddess of domesticated animals and pastures, stands nearby.

Brecht Keep is home to Baron Brecht and located one mile south of the village on a mound overlooking the River Wol. The keep is quite old, having been bypassed by an invading Orc army in the 18th century.

The Haber family is the most influential in the village with its patriarch, Georg, acting as the village headman. Georg also runs the riverside inn of the *Shepherd's Watering Hole* as well as a ferry service across the Upper Reik. Georg will help anyone in desperate need – other than rustlers on the run – to cross the river under cover of darkness so long as an agreed compensation is reached and paid in advance. The food at the *Shepherd's Watering Hole* is above average with house specials including mutton dishes and shepherd's pie. Barbara Haber is both cook and brewer and her dark bitter (1/4 a pint) is quite hearty.

Wolfurt

This small agricultural village of 22 people is located up the River Wol 15 miles from Mauchen. The settlement is protected by a palisade and ditch as raids by bandits and goblins are not uncommon in the less populated interior. Led by the headman, Jacob Schmidt, the village folk are insular and distrust strangers.

Hörbranz

Situated 23 miles from Mauchen within the Barony of Wolfeld, the village of Hörbranz lies across the river from the town of Wuppertal and is economically tied to that Averland town. The population of 42 is mostly involved in the timber trade, felling trees from the Achen Wood for the famous woodcrafters of Wuppertal.

Headman Kurt Waldmann runs the ferry service across the Upper Reik, which is quite profitable because Wuppertal is a Sigmarite stronghold and many people cross the river to visit the shrine dedicated to Joseph the Reverent. Herr Waldmann also owns a riverside tavern called the *Grey Martin*. The fare is average as is the weak beer, but it is cheaper for residents to gather here than to ferry across the river to the taverns and restaurants in Wuppertal.

The Tired Coachman

Located 18 miles from Mauchen and 26 from Staig, the *Tired Coachman* is one of the stops for the Sigmar's Carriage coaching line. The coaching inn is just within the boundaries of the land granted to the Sigmarite Abbey of Ælaric the Wanderer. Baron Rudolf Brecht has long coveted the grounds upon which the coaching inn sits if only to collect taxes from the lucrative coaching line. The establishment is located on the east bank of Krems Brook, the stream that demarks the boundary of the Barony of Wolfeld.

Wanda Bothe owns the walled coaching inn and runs the place with her children. Wanda's brother, Eduard Diez, is the smith and carpenter of the *Tired Coachman* and also hunts wild game

for the inn's kitchen. Eduard's wife, Elisabeth, is the inn's cook and is also a skilled herbalist. The food here is quite good, with spiced pheasant dishes being Elisabeth's specialty. Wanda brews her own amber-coloured beer called Wanda's Treat, which she sells for 1/5 a pint. Wanda also offers a local Riesling as the house wine.

Gunnar Müller is in charge of the roadwarden patrol that is based at the *Tired Coachman*. This particular patrol ranges from Mauchen to Staig and is charged with keeping the road clear of bandits, highwaymen, and other groups who threaten travellers.

Staig

This small village of 42 people stands on the site of an earlier village destroyed when the Orcs annihilated a provincial army led by the doomed Grand Baron Eldred von Durbheim of Sölland in 1707 I.C. With his victory, Gorbard Ironclaw claimed the Sölland Runefang from the body of the mutilated and partially-eaten Elector.

Whenever the two moons – Mannslieb and Mórslieb – are full, the villagers shutter their windows and bolt their doors. The air becomes much cooler with the setting sun, no matter the season, as the spirits of the dead arise to do battle again. Usually, these ghostly battles are barely perceptible and the only thing one can see is the low-lying mist upon the ground.

Once in a while, however, the mist congeals into forms of soldiers and greenskins. With the sounds of swords clashing and the cries of the dying, the battle becomes loud enough for all to hear. It is believed by the villagers that anyone caught outside in the melee must fight for his life against the Orcish ghosts or die horribly. Their belief is not unfounded.

Staig is 44 miles from Mauchen. The *Merry Monk* is Staig's only inn and is also a stop for the Sigmar's Carriage coaching line. In addition to being the headman of the village and owner of

the *Merry Monk*, Adam Gutenberg is the wealthiest man in this poor village of farmers and fishermen. Adam's wealth comes from his former days as a merchant (actually a smuggler) in Nuln. Ten years ago, Adam ran afoul of the Oldenhaller merchant family and after fleeing the city, arrived at Staig and bought the inn outright from the previous owner (who later committed suicide in a nearby copse of trees). Adam married a local girl and together they manage the *Merry Monk*. Hunni Gutenberg is both the cook and brewer of the inn. The fare is quite good and the inn serves its signature pilsner for 1/2 a pint.

Staig is the largest settlement within the diocese of the Abbey of Ælaric the Wanderer, located 200 yards up the River Klarwasser. Abbot Artur Kepler has ruled the land for the past fifteen years, though he travels often to Pfeildorf and Nuln on Church business. Locals believe that Abbot Artur is positioning himself to be the first in line to succeed the current Sudentland Lector.

Doren

This small village of 21 people is located 8 miles upriver from Staig. The village grows enough food to feed itself and has little contact with the outside world. Doren is protected by a ditch and palisade to keep bandits and goblins at bay. Daniel Schäfer is the headman of the village.

As the village is on the Finning Road, it does receive visitors from time to time, particularly travelling pedlars. Occasionally, visitors are allowed to sleep in the village hall, but they must trade in goods or services to obtain food or drink.

Rottum

Located on the Staig-Ballenhof Road, the village of Rottum is 23 miles from Staig on the River Auf. There are 38 people in the village, most working as farmers for Frank Leibniz, the village headman. The village is surrounded by a low, stone wall that marks the village perimeter and also keeps the livestock within.

The coaching inn of the *Red Stork* is a stop for Sigmar's Carriage and is situated near the river's ford. It is owned by the Leibniz family, who also owns shares in the coaching line. The fare is reasonably priced, featuring rabbit meat in the dinner stews. The Leibniz children raise rabbits behind the inn. At 1/3 a pint, Frank Leibniz serves a filling lager that he calls Sigmar's Gold.

The *Red Stork* also serves as a base for the local roadwarden patrol led by Sergeant Rolf Loeb. Loeb and his men are charged with keeping the road between Staig and Ellenwangen safe for travellers.

Dessau

Dessau is a small village of 29 people across the Upper Reik from Loningbruck in Averland. It is 12 miles off the Staig-Ballenhof Road and 22 miles downriver from Ellenwangen.

A single tower stands between Dessau and the small forest of Habichtwald. Freiherr Hergard Mengs and his men-at-arms are quartered in the tower, serving Baron Fröbel of Ellenwangen. The knight is charged with keeping the woods clear of bandits and goblins so that woodcutters and charcoalers from Dessau and Ellenwangen can safely perform their labours.

A small riverside inn, the *Sailing Merchant*, is run by Tobias Mehlhorn, one of Frieherr Mengs' trusted comrades. Tobias was forced to retire from service when a leg wound received at the hands of a goblin shaman became gangrenous. Tobias' right leg was amputated below the knee and replaced by a wooden stump. The fare at the inn is passable as is the weak beer. Visitors wanting tastier fare must take the ferry across to Loningbruck.

Ellenwangen

The village of Ellenwangen is the seat of the Barony of Schönborn and is located 22 miles from Rottum and 45 miles from Staig. Most of

the population of 88 are farmers while a few are involved with fishing and boat repairs.

Baron Werner Fröbel is the ruler of these lands and a firm believer in the strict enforcement of law. Law-breakers such as rustlers, bandits, and the like can expect harsh treatment as the Baron likes to set examples. The more infamous criminals spend time in dark, musty cells beneath Keep Schönborn. The waters of a nearby spring leak into these cells during spring thaws and summer rains, and eventually stagnate in foetid pools. Lesser criminals are simply locked in the grate-covered pits near the riverside inn.

The *Hanged Man* is a large inn and is also a stop for the Sigmar's Carriage coaching line. The *Hanged Man* contains a courtroom near the common room where trials are conducted either by travelling magistrates from Pfeildorf or the Baron himself. Between the courtroom and common room is an open galley with a stairway that winds its way up to the first and second floors. At the apex of the ceiling is a large beam upon which is tied a rope. Those convicted of capital crimes are often sentence to execution by hanging from this rope.

Edgar Bebel is the innkeeper of the *Hanged Man* as well as the Baron's jailer. The cook and brewer is Elias Greenfingers, a Halfling who specialises in mince pies and a rather potent spirit which he distils in the cellar. A bottle of The Pilgrim's Medicine (named after the Halfling deity, not the pious Sigmarites journeying eastward) costs 22 shillings. Elias also brews a light, peach-flavoured pilsner that costs 1/4 a pint.

Herfatz

Located 12 miles up the River Emden from Ellenwangen, Herfatz is a small farming village with a population of 22. As with other isolated settlements, the people of Herfatz are wary of outsiders, especially strangers from foreign lands. Gustav Fechner is the headman of the village and is charged with the task of

encouraging people passing through to move along.

Ballenhof

With a population of 98, the village of Ballenhof is seat of the Barony of Mersch. It is located about 28 miles from Ellenwangen. Mersch Keep is the home of Baron Anton Domagk, an absentee landlord who prefers to spend most of his time schmoozing at the court of Grand Baroness Etelka Toppenheimer. The Baron has left the running of his barony to Freiherr Markus Wieland, a knight with a nose for profit.

Using his position as steward of Mersch, Freiherr Wieland recently convinced (or rather, pressured) Edmund Sturm to sell him the riverside coaching inn of the *Marsh Hare* as well as offer Wieland the hand of his daughter, Alice, in marriage. Most villagers were taken aback by the match and rumours began to circulate that Wieland might have been involved with the “accidental” drowning of Pieter Cohn, Alice’s betrothed, several weeks before. None of the fisherfolk or farmers of Ballenhof are particularly concerned about finding proof of Wieland’s involvement given his influence over their livelihoods. Still, one or two might be willing to secretly assist outsiders in any investigation.

The *Marsh Hare* is one of the stops for the Sigmar’s Carriage coaching line. Wieland employs Martina Daimler as cook and master brewer. The fare is quite good and the stew particularly spicy. Martina brews some unusual and tasty beverages such as Dragon’s Mead (2/2 for a pint) and Deep Fire Red Ale (1/6 a pint). Both are rather potent brews and reduce the **WP** of anyone with the *Consume Alcohol* skill who tries to resist them by 10. Some villagers whisper that Martina was taught by a Dwarf brewmaster, but others contend that her cooking skills point to a Halfling teacher. Martina prefers to keep her secrets.

A hard-drinking woman and loyal customer of Martina’s mead, roadwarden captain Gisela Ebert and her patrol are based at the *Marsh Hare*. Ebert’s patrol is responsible for keeping the roads safe from Ellenwangen to the ford across from the village of Gestratz. In order to keep her command, Gisela must always demonstrate that she does not shy away from hard decisions. With a bit of a sadistic streak, Gisela likes to hang those found guilty of banditry on the edges of Marschwald, a short ride from the road to Gestratz. Gisela is careful to ensure that the condemned do not strangle quickly once hung so they can live their last moments in fear of some fell creature from the haunted wood coming for their flesh before Mórr claims their souls.

The ferryman of Ballenhof is Gottlieb Buber, a jolly and rather large man. His carefree demeanour hides a very perceptive eye, for Gottlieb is also an informant for Freiherr Wieland. Gottlieb is always on the lookout for troublemakers (in other words, people like the PCs) and will report any suspicious behaviour straightaway.

Arget

Arget is a small village with a population of 26 people across the Upper Reik from the Averland town of Agbeiten. The village is 12 miles from Ballenhof on the northern edge of Marschwald at the confluence of the Upper Reik and the River Oggel. Gerd Hesse is the headman of the village and one of the woodsmen and charcoalers who make their living at the end of the woods.

A small riverside tavern, *The Mallard*, is the terminus for the ferry that connects the village to Agbeiten. Karin Fröbel owns the establishment and is also its cook. Her adult son, Konrad, is the innkeeper and master brewer of the establishment. He sells a pint of his best brew, Sunset Lager, for 1/2.

Marschwald

Except for its western edges, the Marschwald is a dark and dangerous forest. The ground is waterlogged for the most part and the smell that permeates its air is of sodden, rotting wood. Marschwald has an ill-reputation among the locals, who tell tales of restless spirits and monsters that eat wayward children. Some believe there is a witch residing in the heart of the forest in a hut raised on stilts. It is said that the witch's hut moves on its own accord during moonless or foggy nights.

Gestratz

The small village of Gestratz is placed across a ford on the River Sim from the Ballenhof-Steingart Road 12 miles upriver from Ballenhof. The village of 21 people is surrounded by the typical ditch and palisade prevalent in Sudenland's small, isolated settlements. The villagers are somewhat unfriendly and keep the gate facing the river closed. Only the gate at the opposite side of the enclosure is opened during daylight hours. The village headwoman is Theodora Hegel, who is also the matriarch of the village's main clan.

Inn of the Prancing Doe

This coaching inn is 25 miles from Ballenhof, 3 miles from the village of Rusch, and 26 miles from Erbshausen on the Ballenhof-Steingart Road. The *Inn of the Prancing Doe* is a stop for the Sigmar's Carriage coaching line. Due to its location near the haunted Marschwald, a stockade has been erected around the grounds of the inn. The inn serves as a place of refuge for local farmers in times of danger.

Hildebrandt Schmidt is the owner of the coaching inn and is also a blacksmith. Schmidt's brother and sister-in-law, Ehrmann and Hunni, run the inn with their five children who perform tasks like waiting on tables, cleaning the guestrooms, and caring for the horses in the stable. Hildebrandt's sister, Michaela, serves as both carpenter and healer while her husband,

Otto Kirchner, is a militia leader who serves as the inn's hunter.

The menu at the *Prancing Doe* features rabbit and pheasant during the late spring and summer months, with the occasional venison. Venison adds 2 shillings to the cost of dinner. Hunni also brews a dark lager (1/4 for a pint) and a pale pilsner (1/2 a pint) for customers who prefer something more flavourful than the typical weak beer.

Based at the *Prancing Doe*, Jürgen Bloch is the captain of the roadwarden detachment that patrols the road from the ford across Gestratz to Erbshausen. However, Jürgen and his men don't care to ride along the lonely stretch of road to Gestratz, so they rarely cover that end of their route.

Rusch

This small agricultural village of 28 lies 31 miles from Ballenhof, 20 from Erbshausen, and 32 miles from Waldbach near the crossroads of Pedlars' Path and the Ballenhof-Steingart Road. At the crossroads stands a gallows where the authorities in Erbshausen hang highwaymen and outlaws as a warning to others of their ilk. Carrion birds – such as ravens and crows – gather here to feast whenever the execution party from Steingart arrives to perform its grim task.

The village does not have an inn for visitors to stop at, though the village hall can be pressed into duty as a place of lodging should the headman, Oskar Lenard, so decide. Generally, the villagers of Rusch prefer travellers to just pass it by.

Finning Road

The Finning Road is the northernmost of the interior roads crossing Sudenland. It begins at the village of Staig and transverses the land for 82 miles to Witthausen. Few people travel the eastern portion of the provincial road as the

country is fairly hilly with a sizable forest near Pforzen and the region is plagued by the Bloody Ear goblin tribe and the Finnwald Bandits. The western part of Finning Road is an easier route, as evidenced by the escorted merchants' caravans that frequently travel between Pforzen and Witthausen.

Pforzen

This village of 67 lies in the western portion of Finnwald and is another of Grand Baroness Toppenheimer's possessions. Ritter Leopold Strum is the Baroness' man in charge of the area, leading his men-at-arms against goblins and bandits and protecting local woodsmen. Ritter Strum and his men do not live in the ditch-and-stockade protected village, but in a nearby keep built on an earthen mound.

Pforzen is located 46 miles from Staig and 36 miles from Witthausen. The industry of the village is timber and fine flutes, the latter of which are highly regarded in the southern Empire. Within the village is the *Merry Piper*, a small inn with only three rooms and space in the stable available for travelling merchants and their escorts. The inn is owned and run by Paul Waldmann and his family. Fare is generally of good quality and the weak beer is passable.

Like a number of larger villages in the interior of Sudenland, Pforzen has a shrine dedicated to Haugoth, the antlered god of the forest and hills. The shrine is located within the local temple to Taal and Rhya.

Haverz

Haverz is a small agricultural village of 20 people. It is located at the crossroads of Finning Road and Pedlars' Path, roughly 11 miles from Pforzen, 25 miles from Witthausen, and 28 miles from Hurlach. The village is just north of the junction as most of its folk are not keen on visitors. Hanna Landwirt is the matriarch of the main family of the village and its headwoman.

Pedlars' Path

Pedlars' Path is another of the tracks that crosses the Sudenland interior. It stretches roughly 129 miles and is used by pedlars to buy and sell goods throughout the region. Many of the pedlars travel in groups with armed hirelings to provide security against bandits and goblins.

There are no roadwarden patrols along the Pedlars' Path, though the Grand Baroness has been known to send troops on occasional sweeps against marauders.

The Bloody Ear goblins plague the western portion of the road north of the River Witten while the Warty Nose goblins range the eastern portion. Bandit gangs are more transient, having to contend with armed men in the service of the nobility as well as battling the goblin tribes. Travellers on this road are warned to keep their weapons ready.

Waldbach

Located at the crossroads of Pedlars' Path and Middle Way, the agricultural village of Waldbach has a population of 78. It is 32 miles from Rusch, 28 miles from Moosach, 40 miles from Pähl, and 65 miles from Söchtenau. Waldbach is in the centre of the Shallyan monasterial enclave of the Abbey of the Healing Spring.

Abbess Dagmar Brüning is the nominal ruler of the land, though she rarely leaves the peace of the Abbey. Abbess Brüning prefers to administer to the devoted pilgrims who journey far to bathe in the healing waters of the blessed spring. Pilgrims are expected to contribute according to their means, which the priests and monks manage to accurately assess no matter how convincingly some of the wealthy visitors try to masquerade as penniless vagabonds. Ritter Herbert von Krafft-Ebing, a knight of the Sigmarite Order of the Sacred Heart, has been charged with the task of maintaining peace within the enclave. The knight has been

provided with a small retinue by the Order of Sigmar, as well as a manor house within the village palisade.

The *Inn of the White Lady* is fairly large given that it is the usual place of lodging for visitors to the sacred spring. The inn is run by Josef Bunsen and his family. The *White Lady* is known for its cleanliness and the high quality of its fare. Meals generally contain less meat than other inns, but proportionately more vegetables and fruits. The house wine and weak beer are generally good, though alcoholic drinks are deliberately served more watery than normal to prevent imbibers from becoming drunk.

Moosach

Located on the north-eastern shore of Tauf Water, the village of Moosach is 28 miles from Waldbach, 41 miles from Hurlach. Its population of 62 grows enough food to feed itself, but has little to trade.

Baron Uhland, lord of Moosach and the surrounding land primarily obtains his income through tolls collected from anyone crossing the ford in the River Tauf (6d per person, 1 shilling per mount). His stronghold lies nearby, only 500 feet upriver from the tollhouse in case his men-at-arms need to enforce the Baron's law.

The Baron also owns the only inn in the village – *the Baron's Brewery* – which is run by Aldhelm Busch, a loyal subject who keeps his eye out for trouble-making visitors. The fare is average, at best, as is the weak beer.

Aitrang

Found deep in the Dankwater Swamp on the western side of Tauf Water, the isolated village of Aitrang can only be reached by causeway. The village of 24 people is located 13 miles from Moosach. Aitrang's headman is Wolfgang Fried. Like many remote villages, almost all the residents are related, which makes the settlement very close knit.

There are mysteries surrounding Aitrang. The Warty Nose goblins keep well away from the village, for there are stories of the nearby swamps being haunted by restless spirits as well as tales of roaming trolls looking for unwary travellers to fill their bellies. Moreover, many believe that wolves are abundant in Dankwater Swamp for they have heard howls from the direction of the swamp.

Hurlach

A village of 64 people, Hurlach sits astride Pedlar's Path where it crosses the River Witten. A tollhouse is situated on the south side of the bridge to ensure travellers pay the toll of 1 shilling per person and 2 shillings per mount. Hurlach has a small quay so the townsfolk can send the black wool for which their village is famous to market in Pfeildorf by way of Wittenhausen. Hurlach is about 45 miles by boat from the village on the River Söll.

By road, Hurlach is about 41 miles from Moosach, 28 miles from Haverz, and 39 miles from Pforzen. Given its location on river and road, Hurlach receives a number of visitors, particularly pedlars and merchants. Hurlach's single inn, the *Black Sheep*, is large for a village of its size. The *Black Sheep* is owned by Aldebrand Erhard, the village's headman and wealthiest resident, outside Baroness Astrid Toller. Not surprisingly, the inn offers mutton for lunch and dinner, whether in a stew or served as a main course. Aldebrand's oldest daughter, Juliane, has proven to be a very good brewer of beer with her Deep Red Stout selling for 1/3 a pint.

Baroness Toller lives in Keep Toller, half a mile upriver from Hurlach on a hillock with an excellent view of the Witten river valley. The position of the keep allows the Baroness' men-at-arms to spot potential trouble in sufficient time to act upon it. A large bell in the keep's gate tower allows the Baroness to warn her village of impending danger.

Eresried

The small village of Eresried lies 5 miles from Hurlach on Forelle Brook, a tributary of the River Witten. This village of 23 people is situated some distance from the main road, so visitors are quite rare. Rudolf Hilbert is the village headman and leader of its small militia.

Kislegg

The small village of Kislegg is 12 miles from Hurlach near the southern edge of the Beuer Hills. Many of the 28 villagers are shepherds involved in the wool trade. Frederick Reiter is the headman of the village.

Soyen

Soyen lies within the Barony of Witten, which is under the rule of Countess Bergida von Ämes. The village of 28 people is about 20 miles from Hurlach, 25 miles from Wittenhausen by river. The village has an inn on the river, the *Sheared Sheep*, catering to merchants and boatmen. The inn is owned by the family of the village headman, Oskar Luther. The inn is known for its tasty brown bread and mutton sausages. The inn also features Wittenhausen Zweigelt (26 shillings a bottle) and a golden pilsner (1/2 a pint).

Uplands region

Like the eastern portion of Sudenland, the Uplands is a region where the Old Faith is the predominant religion. Few travellers journey along the tracks (Middle Way and Old Stone Road) that traverse the area. Many people in the Uplands keep to their own kind and are not terribly talkative with strangers. Still, these people do follow the ancient laws of hospitality, so they are unlikely to turn away those in need.

The western portion of the Uplands region is plagued by the Clawed Hands goblin tribe. Few

bandits operate in the area as there isn't really anything of value to steal.

Navis

Navis is a small agricultural village of 23 people within the lands held by the Abbey of the Healing Spring in Waldbach. It is located on Middle Way, 10 miles from Waldbach and 16 miles from Torrach. The village has no inn, but travellers needing a place to stay are welcome to spend the night in the village hall. The village headman is known simply as Mayer. Villagers in the Uplands generally have only one name.

Leogang

A small agricultural village of 26 people, Leogang is situated on the River Kien, just north of Middle Way and 7 miles from Söchtenau, 32 miles from Torrach. Few people stop at the village, which suits the folk very well. Agnes is the matriarch of the village and its leader.

Söchtenau

Söchtenau is the seat of the Barony of Kien and one of Count Bruno Pfeifraucher's holdings. The village of 78 people straddles Middle Way, 49 miles from Rohrhof, 65 miles from Waldbach, and 53 miles from Pähl. The people of the village are involved with the wool trade as shepherds and shearers.

The Barony of Kien encompasses all the villages in the Kien river valley. The Count's man in the Barony, Ritter Theodor von Papen, is responsible for the security of the land and collecting taxes. He and his men-at-arms reside in Kien Tower, an ancient stronghold located on a hilltop just south of the village.

Oveato's Home is the village inn, catering to the merchants and their guards who arrive from Rohrhof. The inn serves mutton for most of its meals and offers up a heady, dark malt beer for 1/3 a pint. *Oveato's Home* is owned by Manfred, the village headman and priest of Taal.

The name of Oveato refers to the ram-horned god of hills and woods of the Upland region. There are shrines to the local god wherever there are temples to Taal and Rhya.

Trun

The village of Trun is located 11 miles downriver from Söchtenau on the Upper Kien Water. The few outsiders who manage to find the village of 18 do not receive a friendly welcome. Outsiders are viewed with suspicion and discouraged from staying. A number of round barrows are located to the west and south of the village.

The villagers are followers of the Old Faith and are led by Byrhtnoth, a Druidic Priest.

Upper Kien Water

Upper Kien Water is believed to be blessed by the Earth Mother. Newborns in the village of Trun are brought to the edge of the lake where the Druidic Priest dips water on the baby's forehead while whispering prayers to the Earth Mother and the spirit of the lake, Kien. The spirit is said to have an underwater home in the deep waters of both the Upper and Lower Kien Water.

The water of the lake is quite cool and refreshing. Fish are plentiful and supply food to the villagers.

Lower Kien Water

The area north of Lower Kien Water and bounded by the Upper Kien and Long Water is an expanse of grassland where large herds of bison and elk roam and packs of wolves hunt them. The herds of both creatures are sacred to Balmon, spirit of the grasslands. Local hunters understand that they must perform the proper ritual before a hunt to be successful. The rite involves the hunter sacrificing 1 W of blood, which he drips onto the ground, while speaking words honouring the sacrifice of the spirit of the

creature to be hunted and promising to burn the heart in gratitude to Balmon. Any hunter who fails to observe the proper ritual will find wolves interfering with the hunt.

Torrach

Located at the crossroads of Middle Way and Old Stone Road, Torrach is about 14 miles from Pähl, 32 miles from Leogang, and 16 miles from Navis. The village of 25 people is on a ridge overlooking the Fieber river valley to the south. Visitors are welcome to stay the night in the village hall, though food and drink are not usually served. Ecgfirth is the leader of this village of Old Faith worshippers.

Several stone structures – dolmens and menhirs – are located between the village and the River Fieber to the south.

Pähl

Pähl is an agricultural village of 58 people where the Old Stone Road fords the River Fieber. It is the seat of the Barony of Einsamhügel, which encompasses the lands around Torrach to the River Süssen along the eastern shore of Long Water. The village is about 53 miles from Söchtenau, 40 miles from Waldbach, 43 miles from Kolbhügel. The current ruler, Baroness Elise Ostwald, resides in a stone tower on an earthen mound within the palisade of the village.

The Baroness is also the High Druid of her barony. Folk from the other villages congregate at Pähl for various Old Faith ceremonies.

There is a long barrow and several round barrows east of village, along with dolmens and menhirs. A stone circle is located near Oberwald, far to the south-east.

Ranalt

The agricultural village of Ranalt has 22 residents and sits where the River Fieber empties into Long Water. It is about 8 miles from Pähl

and 22 miles from Volders on Old Stone Road. The residents of the village are wary of outsiders. Osred is the village headman.

Long Water

Long Water is a very deep lake in the heart of the Upland region. It is fed by all the major rivers in the region and is rich with fish. The surface of the lake is often covered in mists, particularly in the morning. The locals believe that Aquos, spirit of Long Water, makes her home in the deepest recesses. Her home is guarded by Nassach, a large creature that is often described as a long-necked turtle.

Volders

Located 22 miles from Ranalt and 13 miles from Kolbhügel, Volders is an agricultural village of 26. The folk are marginally friendlier than those at Ranalt, but they still prefer outsiders to stay no longer than a night. The village headman is Oswald.

Kolbhügel

Kolbhügel is the seat of the Barony of Penz and a village of 65 people. It is located where Old Stone Road fords River Penz, about 43 miles from Pähl and 45 miles from Hornfurt. There are barrows and a stone circle south of the village.

Baron Wolfram Mommsen and his men reside in a tower outside the village. The Baron is a follower of the divine children of the Earth Mother (Taal, Rhya, Ulric, and Mórr), even though the villagers are followers of the Old Faith. This has caused some problems periodically, but the baron has been able to work out major differences with the Druid and headman, Theodbald.

Mandling

The ridge just south of the village of Mandling marks the boundary of the Barony of Penz,

which stretches north to the River Süssen. The agricultural village of 23 people is about 8 miles from Kolbhügel, 27 miles from Affing. Wilfrid is the headman of the village.

Hornberg River Valley

The Hornberg River Valley stretches from the confluence of the River Hornberg and the River Söll to the foothills of the Worlds Edge Mountains. The road from Hornfurt to Legau is relatively busy with merchants, particularly as the River Hornberg is not navigable during summer and fall. Bandits are a constant threat along the road as is the goblin tribe of the Fanged Maws operating out of Aschwald.

Hornfurt

Hornfurt is located on the River Hornberg near the confluence with the River Söll, at one of the fords on the river. The agricultural village of 82 is 45 miles from Kolbhügel by way of Old Stone Road, 24 miles upriver from Bedernau, and 30 miles downriver from Kroppenleben. It is also located two miles upriver from the Wissenland town of Wusterburg. Most mercantile traffic to Karak Hirn travels by river to the quays just north of Hornfurt near Keep Heidegger.

Baron Mayer Heidegger and his men collect revenues from the quays as well as tollhouses set up on the Bedernau-Hornfurt Road, Old Stone Road, and the ford at the southern end of town. Baron Heidegger also owns the controlling share of the *Gallant Knight* Inn, which is conveniently located near the docks.

Rudolf Hahn is the innkeeper and minority owner of the *Gallant Knight*. His family helps him run the operation, Gilda Hahn is the head cook and the oldest son, Arnold, is the barkeep and brewer. Meat pies and stew are the house specialities as are the Red Lager (1/2 a pint) and Brown Malt (1/3 a pint).

Though it does not have a surrounding palisade, Hornfurt has a tall observation tower on its eastern common. A low stone wall offers some limited protection on the eastern border.

Affing

Affing is a village of 21 people, located 27 miles from Mandling and 10 miles from Hornfurt on Old Stone Road. The village is part of the Barony of Heidegger and the folk are exempt from paying the toll when travelling to Hornfurt. The headman of the village is Reinhold Lenard, who is quite friendly to travellers and eager for news of the larger world. The only accommodations for the weary traveller are at the village hall.

Kroppenleben

Kroppenleben is a fairly wealthy village as it is the centre of fur trading in the region and many of its people trade the type of equipment needed for mountain travel. Kroppenleben is roughly 30 miles from Hornfurt and 94 miles from Karak Hirn.

Baron Johann von Kalb is an absentee landlord, preferring to spend his time in Nuln for his 'health.' Freiherr Eduard Schwarzenberg rules the Barony in the name of von Kalb and makes his residence in a fortified manor house within the village's stockade. From this seat, Eduard and his men protect the 85 residents as well as the Baron's business interests, including the tollhouse on the ford crossing the River Aulen (1 shilling per person, 2 shillings per mount or beast of burden, 2 shillings per wagon) and the Inn of *the Hart and the Fox*.

The Hart and the Fox is located at the market cross in the centre square of the village. It is run by Viktor Schnitzer and his family. The fare at the inn is pretty average and unremarkable. However, the Schnitzer family produces excellent Apple and Pear schnapps for 25/1 a bottle. His pale yellow pilsner is also a crowd pleaser at 1/3 for a pint.

Kroppenleben is a good place for men proficient at arms to find employment as guards for the merchant caravans heading into the mountains. In addition, one can hire Dwarfs as guides or scouts.

Ottakring

Ottakring is an agricultural village of 42 located 18 miles up the River Aulen from Kroppenleben. It is defended by a ditch and palisade. A watchtower near the northern wall allows for early warning in case of goblin or bandit attack. Adam Werfel is the headman of the village.

Legau

Legau was once part of the Barony of Kalb until the present Baron's grandfather lost the village in a card game to Baron Malmek Axeblade of Oshausen. Legau is located 21 miles from Kroppenleben and 28 miles from Khazid Nauk. The village of 33 has no inn because it is often by-passed by travellers heading to the Inn of the *Mountain Panther*. David Bloch is the headman of Legau and the man in charge of the toll house on the River Grönen (same rates as in Kroppenleben).

Inn of the Mountain Panther

The fortified Inn of the *Mountain Panther* is part of the Barony of Kalb and one of the Baron's business interests. Given its location 4 miles south of Legau, the *Mountain Panther* does excellent business. There is plenty of whisky and other spirits (upwards of 12 shillings a bottle) available to give men strength for the arduous mountain travel ahead. Food tends to be pricier than at other inns, an extra 1 to 2 shillings more per meal.

The inn complex also has a brothel for those who prefer to spend time with fairer company in addition to fortifying themselves with drink. Madame Thelda runs the establishment, managing the allocation of six girls and one strapping young lad to those looking for

‘entertainment.’ Costs tend to be high (5 GCs for an hour) given limited supply and high demand. Unruly customers are afforded the opportunity to meet Benito and Pietro Mangini, two large and disagreeable Tileans bouncers formerly of Miragliano.

Rumours

As they take their tour of the Sudenland, the PCs are likely to visit the various inns, taverns, and village halls along the way to either drown their sorrows or gather information on what news has been circulating. This portion divides up the rumours, news and gossip that are being spread by region. For example, what interests the residents along the Upper Reik is not going to represent the concerns of those living in the Uplands.

It is up to the GM to determine which of the rumours and news are true, partially true, sort of true or false.

Upper Reik

- A Sigmarite priest was recently murdered by anarchists in Pfeildorf (this rumour only passes through the region for the first few days of the PCs’ escape as the following news supersedes it).
- Grand Baroness Toppenheimer is said to be ready to abdicate her position as Elector of Sudenland and pledge her fealty to Grand Countess Emmanuelle von Liebewitz of Nuln and Wissenland. 200 years of independence down the drain.
- Word has it that Baron Sektliebe, the Grand Baroness’ heir is to blame for Sudenland becoming part of Wissenland.
- Since the death of Grand Countess Ludmilla von Alptruam, Feldmarschall Marius Leitdorf has moved quickly to secure the position of Elector of Averland.
- Leitdorf put an end to the corrupt rule of the von Alptruams, he did. May he live long.

- Spring weather has been uncommonly dry, hope to get rain soon or this year’s crop yield will be poor.
- Rustlers have been active this Spring, taking many of the newborn from the pastures. Baron Brecht is looking to round up some men to take on these thieves [this rumour only occurs in the Barony of Wolfeld].
- Merchants have been travelling the roads, buying up folks’ unused winter rations in order to send food to the starving folk in the north.
- The cost of wool is increasing as a result of shortages in the north.

Finning Road

- There are strange folk about; I’ve seen too many bounty hunters and other unsavoury types riding up and down the Söllweg looking for somebody. That’s why I decided it might be safer travelling to Staig Road.
- The Finnwald Bandits and Bloody Ear Goblins have joined forces to rob and kill folk travelling through Finnwald. Best to take the long route on the Söllweg through Pfeildorf.
- Things could improve in the Finnwald as the Bandits have declared war on the gobboes in the old forest.
- I have heard the call of some strange creatures in the night. They come from the direction of Finnwald.
- Merchants are making arrangements to buy produce from farmers just as they sow their seeds. Looks like we might have shortages as farmers are selling whatever surplus they think they will have to these leeches. Mark my words it’s going to be a hard year for all of us.
- I hear the Grand Baroness is stepping down from her position after being bought out by the merchants in Pfeildorf.
- The powers in Nuln have forced Sudenland to become part of Wissenland.

Pedlars' Path

- The Grand Baroness Toppenheimer has abdicated and surrendered Sudenland's independence to Wissenland in exchange for what? Something surely smells.
- Luckily, we are too remote to be bothered by Wissenburg and Nuln.
- Something must have happened in Pfeildorf as there too many strangers asking too many questions near the River Söll.
- The summer is going to be hot and dry. I can feel it in my bones.
- Goblins are becoming too aggressive this year. I wonder if we can expect help from Pfeildorf.
- The high cost of hiring guards – most of whom are too lazy or dishonest – is killing business. I may have to find another line of work.
- I have heard that a woman in some Sudenland village has given birth to a baby with three arms.
- There are too many wolves near Tauf Water from what I have heard. Someone needs to do something about this.

Uplands Region

Most of the following rumours and news can be gathered in Söchtenau. The rest of the region doesn't get much news from outside the Uplands as travellers are few.

- If one is looking for a job, the wool trade is as good as it gets lately. Demand for wool has gone up since the war in the north.
- I doubt the change of the Grand Baroness to the Grand Countess of Nuln will touch us in these parts.
- Some sheep have been lost to the nearby Clawed Hands. It's time to gather a group of men to put an end to these goblins.

Hornberg River Valley

- Something is not quite right. We have not seen so many bounty hunters as we have in the last few weeks. Luckily, many have gone off to other parts.
- The Dwarfs have reported a band of Orcs in the mountains near their borderlands. We should remain on the alert in case they come to raid the flatlands.
- Some men have recently passed through asking directions to get to Karak Hirn. They did not look like merchants.
- I have seen strange lights and sounds coming from the Ichen Hills. I fear it is time to move again.
- There is a cool wind coming from the mountains. Rain is coming.

Religious Observances

Except for a few twists, the religious observances of the northern and central portions of Sudenland follows the ceremonies described in **The Rising Shadow** and **Pfeildorf** sourcebook for the major deities.

The commonly held ceremonies to the major Imperial deities are as follows:

Calendar Day	Deity or Deities	Common Ceremonies
Mitterfrühl	Taal and Rhya, Ulric, and Earth Mother	Spring Equinox. Marks beginning of planting season. Bonfires in the hills. Spring Queen selected
18 Sigmarzeit	Sigmar	First day of summer. Marks the date of both Sigmar's coronation and abdication.
Sonnstill	Taal and Rhya, and Earth Mother	Summer Solstice. Large feast and a play based on ancient myth mark the middle of summer.
1 Nachgeheim	Mórr	Day of the Dead. Musicians dressed as skeletons play their instruments as they parade about the villages in honour of the God of the Dead.
Mittherbst	Taal and Rhya, Ulric, and Earth Mother	Autumnal Equinox. Marks the end of the harvest. Slaughter of livestock. Feasting and drinking.
Mondstille	Ulric and Earth Mother	Winter Solstice. Festivities held in the largest open area – square or commons – in a given settlement (as weather permits).

The differences and the respective regions where these variations exist are described below:

Hexenstag

This day is held sacred to both Phaestos (God of Crafts and Smiths) and Smednir (Ancestor God of Metalcraft and Craftsmanship) in the larger settlements along the River Söll and Upper Reik. Human crafters and Dwarf smiths mark the holy day with the completion of old work and beginning of the new.

17 Nachexen

This holy day falls on the first day of spring and is held in various locations to honour local deities. Many of the current celebratory practices for these deities have dark origins in the distant past that included human sacrifices.

Within the area surrounding Pfeildorf and the Wilden Hills, Maianda (Goddess of Domestic Animals and Pastures) is venerated with the release of the flock and herd of livestock from their winter quarters to the spring pastures. The ritual involves a selection of a young girl to kiss a chosen newborn from the livestock upon its forehead. If the creature calmly accepts the kiss, then it is considered a sign of good fortune for the health of the flock or herd. Should the creature resist or panic, a sacrifice of the creature is made to appease the goddess to prevent ill fortune.

In the region of the River Söll from Sonnefurt to Meissen, garlands of flowers tossed in River Söll by young girls in reverence to the Lacothea (Goddess of the middle reaches of the River Söll). The purpose of the ceremony is to appeal to the goddess to minimise the Spring flooding.

A similar ceremony takes place in honour of Teigue, the god of the Rivers Oggel and Staffel in the eastern portion of Sudenland. The people along these waterways toss burnt pieces of animals sacrificed for the occasion in the hope of

assuaging the hunger of the river god so he does not drown any children for his sustenance. This day is also one in which the people along Middle Way in central Sudenland venerate Oveato, the ram-horned god of hills and woods of the Upland region. The ceremony is tied to fertility rites where a designated ‘ram’ bellows on a nearby hill for his chosen ‘ewe’ to join him in circling a flock of sheep thrice. Once completed, the ‘ram’ and ‘ewe’ depart the revellers for a private place to complete a ritual mating.

Mitterfrühl

Mitterfrühl is the Spring Equinox and one of the four major holy days on the Imperial calendar.

The Ancestor Goddess Valaya is venerated during this day in the towns and settlements where Dwarfs can be found.

Celebrations along the wine growing regions of the valley of the River Söll on this day are dedicated to Deanosus (God of Wine, Vineyards, and Revelry) and the start of the grape growing season. Many of these festivities are marked by the free flow of wine, revelry, and public drunkenness.

In Pfeildorf, the day also marks the Swim of Nemeith’s Beloved which is held at the confluence of the Söll and Upper Reik in the goddess’ honour. The ceremony involves a young man swimming three circles within the confluence of the River Söll and the Upper Reik before making his way to the quays at Söllhafen.

33 Pflugzeit

Due to the importance of ale and beer throughout the southern Empire, Grungni is venerated by Dwarf and Human alike. Beer growing regions along the River Söll and Upper Reik hold celebrations in his honour. On this day, fields of hops and barley are dedicated to Grungni.

18 Sigmarzeit

This day marks the first day of summer and is the holy day honouring Sigmar.

Many hunters and other rural folk in the interior of Sudenland between Pforzen and Erbshausen venerate Haugoth, the antlered god of the forests and hills. The celebrations of the day include a ritualised hunt where one person is nominated to be the “prey.” If that person succeeds in avoiding the hunters by sunset, the individual is feted as the “King of the Hunt.” Otherwise the “King” is the “hunter” who succeeds in taking down the “prey.” The ritual hunt can lead to injury, but rarely death. In the far past, the selected “prey” was a criminal kept alive long enough to participate in a deadlier version of the sacred hunt.

Sonnstill

Sonnstill is the summer solstice and the second major holy day in the Empire.

In parts of Sudenland, such as in Pfeildorf and Hornfurt, the old sun god Oermath is remembered in the celebrations of this day in a story told by the local priest of Taal to an audience and sometimes performed as a play. The tale relates of the falling out between Oermath and the Earth Mother (Ishernos) over a war of gods that brought about the rise of Taal, Rhya, and Ulric.

33 Vorgeheim

Both Deanosus and Grungni are honoured on this day, which is marked by the blessing of the wooden casks for ale and wine fermentation. Some (mostly Dwarfs) travel so they can arrive at the ruins of Bugman’s Brewery near the Wissenland town of Wusterburg on this day to offer prayer or thanks at the still standing shrine to Grungni.

Geheimnistag

The Day of Mystery is a holy day for Panasia (Goddess of Music, Poetry, and the Arts), and Phaestos in the towns along the River Söll. The day is marked with an Art and Craft faire during the day. Children in costumes go from home to home gathering treats during the early evening.

10 Nachgeheim

As this date is the traditional start of the harvest (crush) of wine grapes, it is a day in which Deanosus is honoured and the harvest blessed. These ceremonies occur along the Söll river valley.

17 Nachgeheim

The first day of autumn marks the beginning of the harvest and the preparation for winter. Across the Sudenland, it is a day to honour Rhya and is marked with feasting and election of a Harvest Queen.

In the Pfeildorf area, the day is also dedicated to Haenoth, harbinger of the north wind. A 50 foot tower is built where young men tie a rope to their ankle before leaping off. The origins of this rite used to involve hurling a selected young man (a

criminal or tribal enemy) off the hilltop and to his death in the Upper Reik.

Mittherbst

Mittherbst is the Autumnal Equinox and the third of the major Imperial holy days. The day marks the end of the harvest with feasting and drinking. The slaughter of livestock also begins on this date.

The celebration in the Wilden Hills area includes Maianda, though there is no separate ritual in her honour.

33 Brauzzeit

The third of the days honouring Grungni is one marked with the sealing and blessing of the last of the ale barrels of the year.

33 Vorhexen

The fourth of Grungni's holy days is the day the first of the ale barrels of the year is opened. Drinking and drunkenness are the hallmarks of this day.

Typical NPCs

This section is meant as a GM aide in the event the PCs choose to interact with any generic NPC that has not been specifically described in the scenario.

Artisan (Blacksmith, Carpenter, Cartwright, Cobbler, Innkeeper, Potter, Tailor, Tanner)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	4	4	8	50	1	52	40	29	40	40	40

Skills: Art (Potter), Brewing (Innkeeper), Carpentry (Carpenter/Cartwright), Chemistry (Potter/Tanner), Drive Cart, Magical Sense, Read/Write (Innkeeper), Scroll Lore, Secret Language-Guilders, Secret Signs- Artisan, Smithing (Blacksmith), Super Numerate (Innkeeper), Tailor (Cobbler/Tailor)

Possessions: Knife, Hand Weapon, Tools of Trade, House/Workshop

Artisan's Apprentice

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	40	1	39	29	29	29	29	29

Skills: Drive Cart, 25% chance of Very Resilient, 25% chance of Very Strong

Possessions: Knife, Hand Weapon, Tools of Trade

Boatman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	35	3	3	7	40	1	29	29	29	39	29	29

Skills: Fish, Orientation, River Lore, Row, 50% chance of Very Strong, 25% chance of Boatbuilding, 25% chance of Consume Alcohol

Possessions: Hand Weapon, Leather Jack

Coachman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	42	3	3	6	40	1	29	29	29	40	30	32

Skills: Animal Care, Drive Cart, Musicianship- Coach Horn, Ride- Horse, Specialist Weapon- Firearm

Possessions: Coach-horn, Blunderbuss, Hand Weapon, Mail Shirt

Farmer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	4	7	30	1	39	29	39	29	29	29

Skills: Animal Care, Agriculture, Carpentry, Drive Cart, Herb Lore, Identify Plant

Possessions: Leather Jack, Plough, Spade

Fisherman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	4	3	7	30	1	39	29	29	29	29	29

Skills: Fish, Sailing, Swim, 50% chance of River Lore, 25% chance of Boatbuilding, 5% chance of Cartography
 Possessions: Leather Jack, 25% chance of Boat

Herbalist

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills: Arcane Language- Druidic, Cure Disease, Heal Wounds, Herb Lore
 Possessions: Pestle & Mortar, Bag of dried herbs, Knife

Herdsman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	45	4	3	8	40	1	29	29	29	29	29	29

Skills: Animal Care, Charm Animal, Musician- Wind Instruments, Specialist Weapon- Sling, 50% chance of Animal Training, 75% chance of Herb Lore, 75% chance of Very Resilient
 Possessions: Hand Weapon, Pan-pipes, Sling, and Staff

Hunter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	45	4	3	8	40	1	29	29	29	29	39	29

Skills: Concealment Rural, Follow Trail, Game Hunting, Secret Language- Ranger, Secret Signs- Woodsman's, Silent Move Rural, 25% chance of Immunity to Poisons
 Possessions: Bow or crossbow, Hand Weapon

Militiaman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	4	3	8	40	2	29	29	29	29	29	29

Skills: Dodge Blow, Strike Mighty Blow, 50% chance of Drive Cart, 25% chance of Animal Care, 25% chance of Ride- Horse
 Possessions: Bow or Crossbow, Mail Shirt, Shield, Spear

Outlaw (Bandit)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	3	3	8	40	2	29	29	29	39	29	29

Skills: Concealment Rural, Disarm, Dodge Blow, Scale Sheer Surface, Secret Language- Battle or Thief, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun, 75% chance of Drive Cart, 75% chance of Ride- Horse, 50% chance of Animal Care, 25% chance of Marksmanship, 25% chance of Secret Signs- Woodsman's

Possessions: Bow, Shield, Hand Weapon, 50% chance of Leather Jerkin

Outlaw Chief

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	55	4	6	11	50	3	39	60	39	39	29	39

Skills: Concealment Rural, Disarm, Dodge Blow, Follow Trail, Identify Plants, Ride- Horse, Scale Sheer Surface, Secret Language- Battle, Secret Language- Thief, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun, 75% chance of Drive Cart, 50% chance of Animal Care, 25% chance of Marksmanship, 25% chance of Secret Signs- Woodsman's

Possessions: Bow, Shield, Mail Shirt, Hand Weapon

Pedlar

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	4	3	8	40	1	29	29	29	29	29	39

Skills: Animal Care, Blather, Drive Cart, Evaluate, Haggle, Herb Lore, Secret Signs- Pedlar, Specialist Weapon- Fist, 10% chance of Astronomy

Possessions: Wagon and Horse, Lantern, Mattress and blankets, Tinderbox, Pots and Pans, Rope, Small knives, Coloured Ribbon, Pins, other merchandise

Roadwarden

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	3	3	6	30	1	29	29	29	29	29	29

Skills: Ride- Horse

Possessions: Bow or Crossbow, Horse, Saddle & Harness, Mail Shirt, Rope- 10 yards, Shield, Sword, Helmet

Roadwarden Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	45	4	4	9	40	2	29	39	29	39	29	29

Skills: Ride- Horse, Street Fighting, Strike Mighty Blow, Strike to Stun

Possessions: Bow or Crossbow, Horse, Saddle & Harness, Mail Shirt, Rope- 10 yards, Shield, Sword, Helmet

Rustler

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	4	3	8	40	1	29	29	29	29	29	29

Skills: Drive Cart, Silent Move Rural, Specialist Weapon- Lasso, 50% chance of Secret Language- Ranger, 20% chance of Animal Care

Possessions: Horse and Cart, Hand Weapons, Lantern, Rope- 10 yards

Servant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills: At GM's discretion

Possessions: At GM's discretion

Thief

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	7	30	1	39	29	29	29	29	39

Skills: Concealment Urban, Secret Language- Thieves' Tongue, Secret Signs- Thieves', Silent Move Urban, 25% chance of Evaluate

Possessions: Dagger or Short Sword

Toll-Keeper

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills: Evaluate, Haggle

Possessions: Bow or crossbow, Mail Shirt, Shield, Sword, Helmet

Trapper

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	4	3	8	40	1	39	29	29	29	29	29

Skills: Concealment Rural, Orientation, Row, Secret Language- Ranger, Secret Signs- Woodsman's, Set Traps, Silent Move Rural, Spot Trap

Possessions: Bow or crossbow, Fur hat and buckskins

Villager

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills: Animal Care, Drive Cart, 25% chance of Street Fighting

Possessions: Dagger or Club

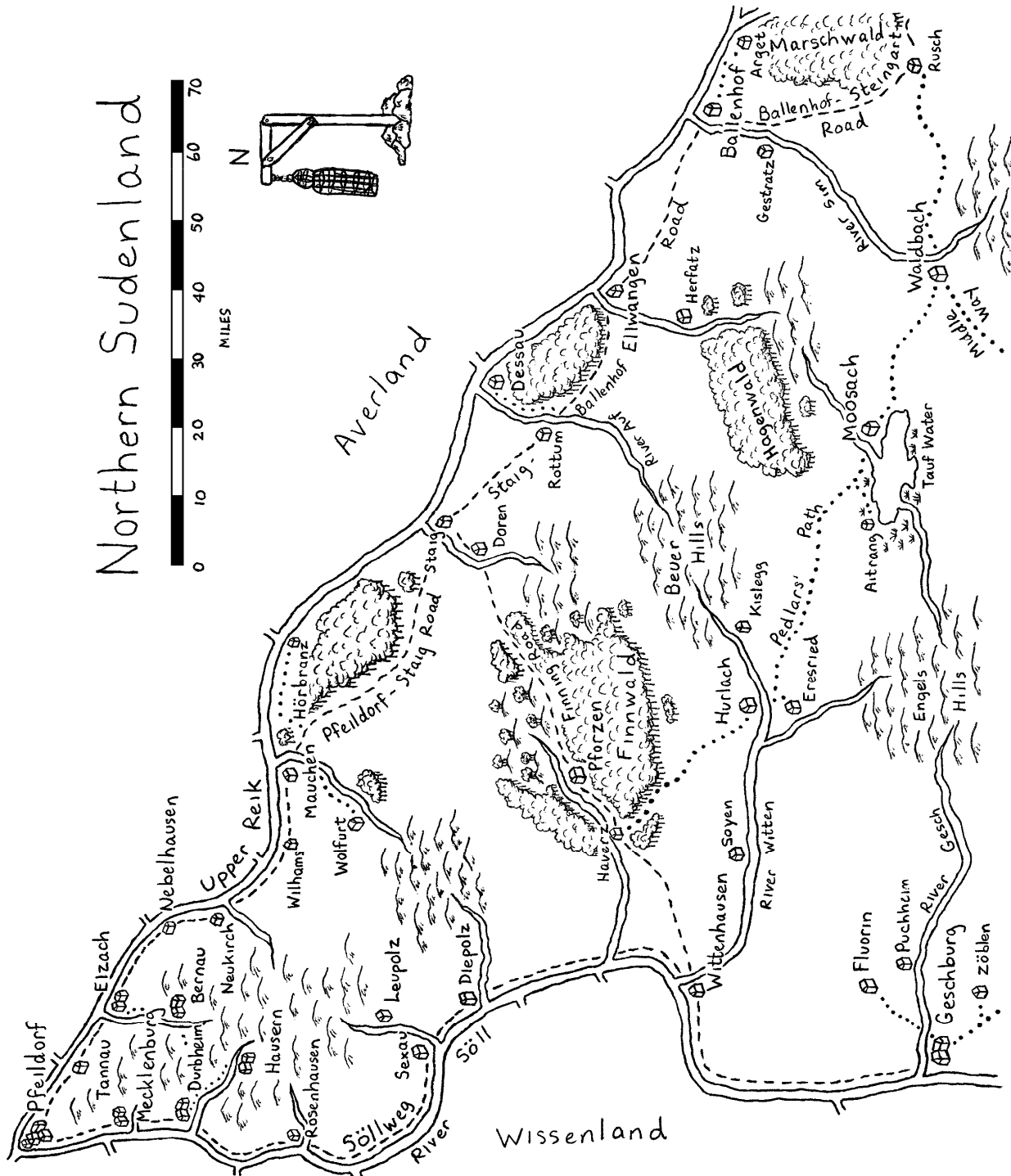
Woodsman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	4	3	8	40	1	29	29	29	39	29	29

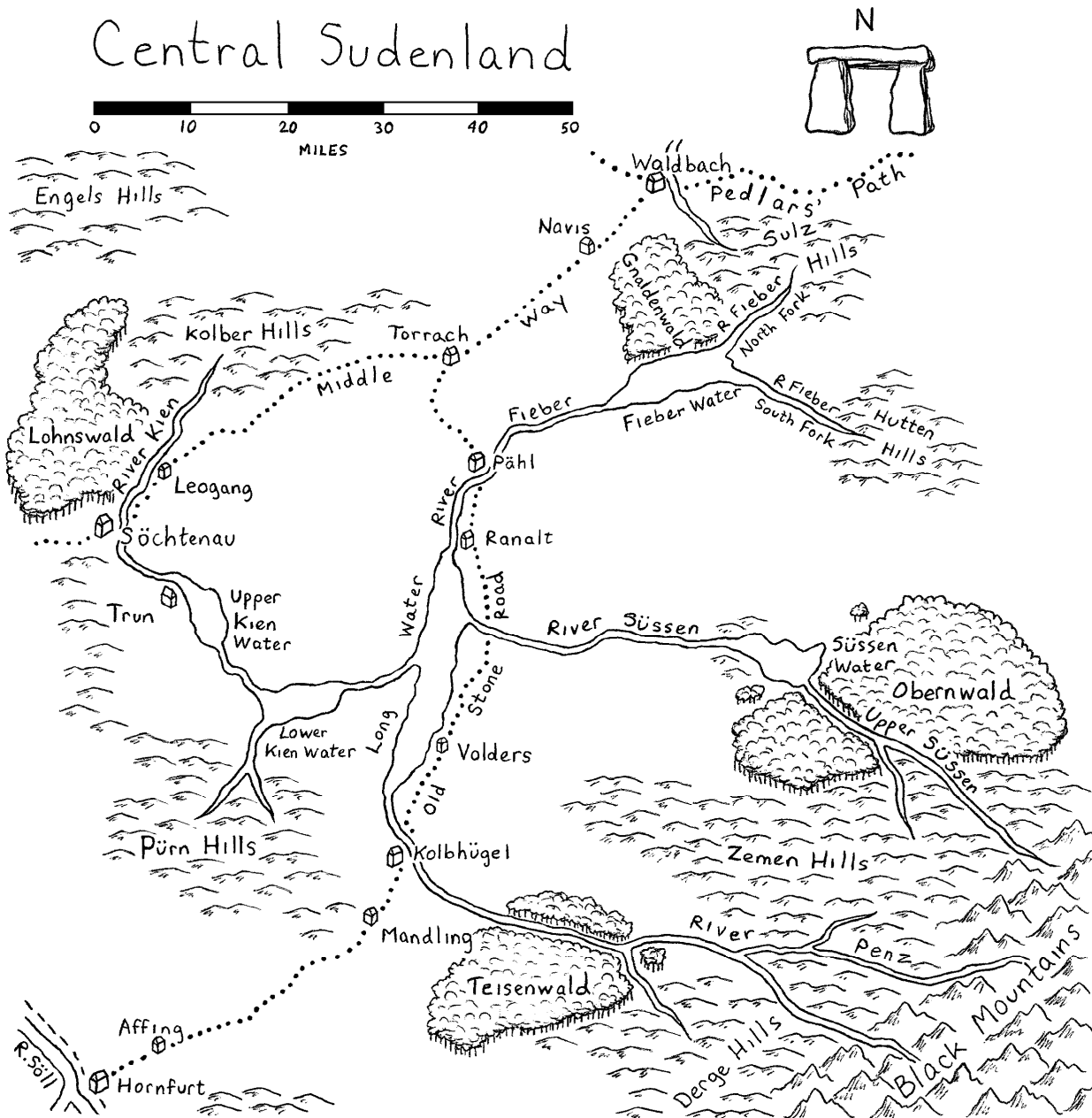
Skills: Concealment Rural, Follow Trail, Identify Plants, Secret Language- Ranger, Set Trap, Silent Move Rural, Specialist Weapon- Two-Handed, Spot Trap, 75% chance of Secret Signs- Woodsman's

Possessions: Leather Jack, Two-handed Woodsman's Axe

Map 1. Northern Sudenland Province



Map 2. Central Sudenland



Handout 1

We, the undersigned, have agreed to the terms presented by Arbitrator Meitner, Officium Arbitrorum of the Church of Sigmar.

We have agreed to become agents of the Church under Arbitrator Meitner's supervision until she releases us from her service or we resign the commission. The terms of our service are as follows:

- *Accommodations and dinner for the duration of our stay in Karak Hirn.*
- *Lodging and dinner whenever such is available when travelling.*
- *1GC each for each day's effort upon our departure from the Dwarfhold*
- *All information and evidence gathered from our investigations will be fully disclosed to Arbitrator Meitner.*

We acknowledge that we have received an advance of 10 GCs each from Arbitrator Meitner as a retainer and can expect to collect any balance of the earned commissions whenever the Arbitrator chooses.

Finally, we acknowledge that we have sworn an oath to put forward our best effort on behalf of Arbitrator Meitner and the Church of Sigmar.

Handout 2



Handout #3

We have business between us. I have followed your trail from Pfeildorf and came upon the gypsies who gave you shelter. One of them travels with me as you read this message. I cannot vouch for the condition of the others with whom I had to speak to regarding your time with them. How they must curse your crossing paths with them.

Meet us at the Inn of the Mountain Traveller tonight at 8 PM. Ask the barkeep to take you to Father Feodor and he will take you to the booth where the gypsy princess and I will await you.

Come alone and no one will get hurt.

Father Feodor's Ghost

Handout # 4

The Cult of Verena

has vested:

on

with the rights and privileges to engage in the study and limited use of Sorcerous Magicks as a member of the Societas Indagatorum Veritatis, otherwise known as the Seekers of the Truth Society.

These rights and privileges are detailed in Imperial Legal Code 2307.8.32.25a-k, appended to the 2307 Articles of Imperial Wizardry regulating the licensing of wizards and magister and use of magic in the Empire.

This license is valid for one year from date of issuance and must be renewed each year by the designated official in the Temple of Verena located in any of the provincial capitals.

Handout #5

A chronology of events compiled from discussions with Bartek and Ellassir:

- Early Church of Sigmar made many factions, each with their own Grand Theogonist
- Followers pushed for Wulfric's election as seventh Theogonist in late 2nd century
- Gentle and scholarly Wulfric was corrupted by power
- Wulfric tried to radically transform the Church into an aggressive, war-like religion
- Wulfric set to declare war against his Church opponents when deposed
- Official seventh Theogonist was Eadrik I
- Wulfric and supporters retreated to Übersreik to prepare for war when he died
- Order of Sacred Hammer (sometimes referred to as "Scarlet Hammer") and the heretical belief in the return of the Eighth Theogonist became known in middle of 4th century
- Sacred Hammer forced peasants and minor nobles in area of southern Reikland to abandoned all other gods save Sigmar
- 200 years of strife ensued until the Battle of Faith's Cauldron in 515 I.C. where Emperor Sigismund the Conqueror destroyed the Order
- Battle took place in latter part of Nachgeheim 515 somewhere near Übersreik
- Founding of Sigmarite (suspect Sacred Hammer) monastery in mountains near Khazid Grentaz sometime in 7th century
- Monastery abandoned in mid-20th century
- Order of Sacred Hammer reappeared in Eppiswald during Wizards' War of 1983-1991
- Grand Theogonist Yorri XIII moved against Ordo Scriptoris in 2313 (possibly pushed by covert members of the Sacred Hammer)
- Abandoned monastery near Khazid Grentaz re-occupied in early 25th century
- In 2475, Amadeus Haider purchased the long-abandoned Hess Tower
- Hess Tower in Wilden Hills is current base for the Sacred Hammer
- Hess Tower located between villages of Hausern and Durbheim
- Gebhardt and Quintus – the latter the Lector at Übersreik – descend from Amadeus
- Professor Lessing arrived at Karak Hirn late Nachgeheim 2512 and stayed for nearly two months